



"Bad Timing"
1014-160
Final Board



Date 09/04/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 09/04/13
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Nate Cash

Storyboard by
Pendleton Ward
& Kent Osborne

SEP 24 2013

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1014/160

1014/160

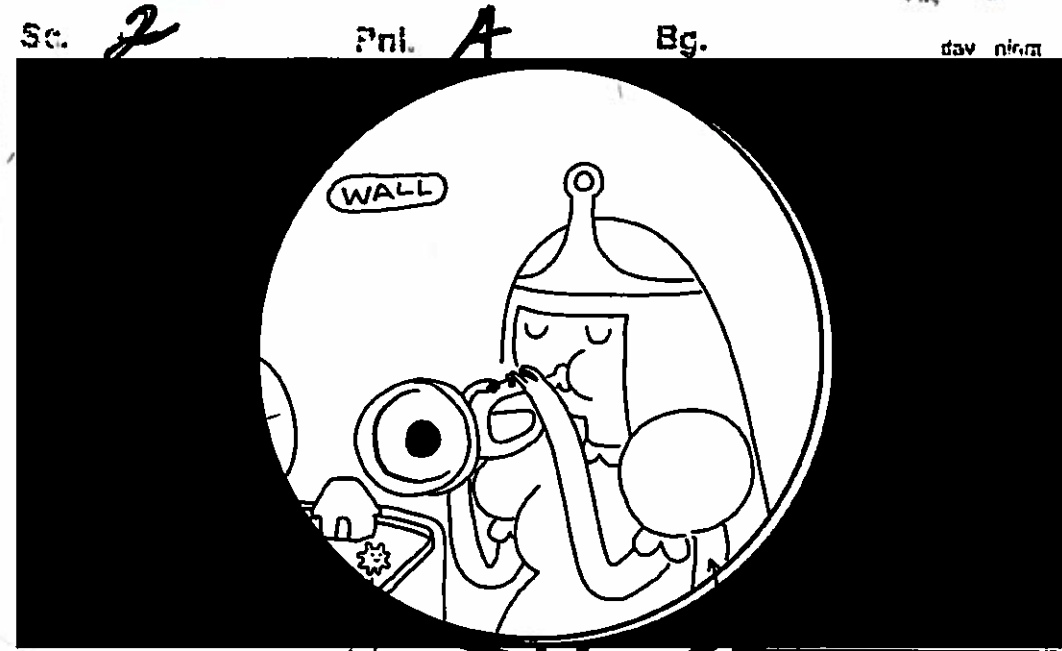
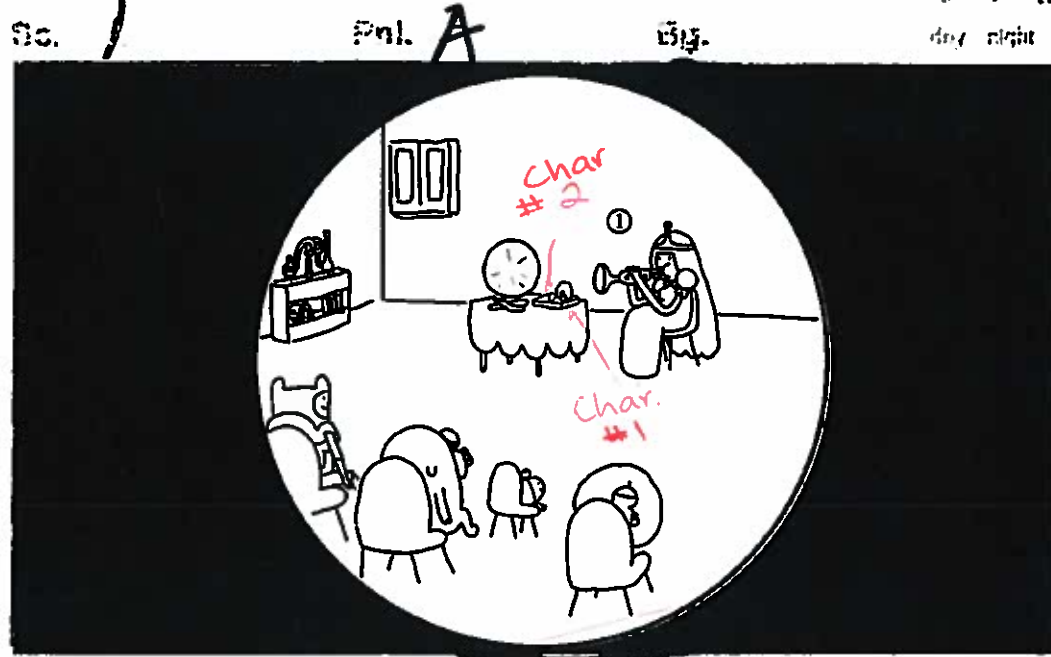
ADVENTURE TIME

REVISED
11/20/13



Hu
cut

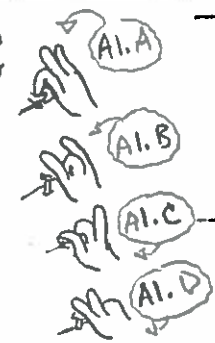
Hu
cut



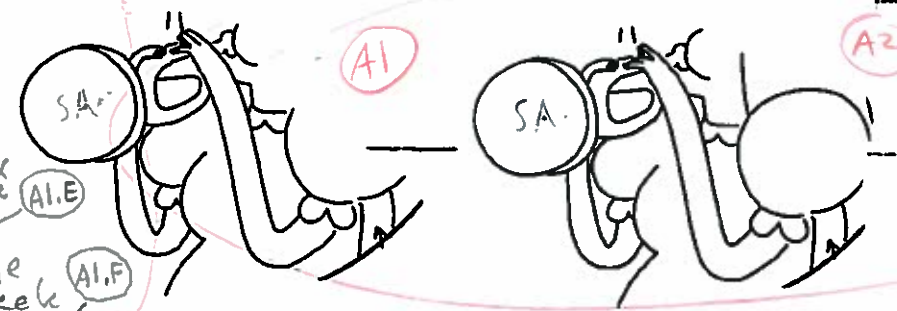
SFX: * PB on trumpet: toot toot!

- PB SITS IN ORANGE PLASTIC CHAIR.
- PB leans forward slightly

LEFT
HAND
Finger
poses



SFX: tootle to tootle toot



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Production

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1014-160

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START
SCD

ADVENTURE TIME



REVISED
11/20/13

Sc.

3

Pr.

A

Bg.

day night

Sc.

4

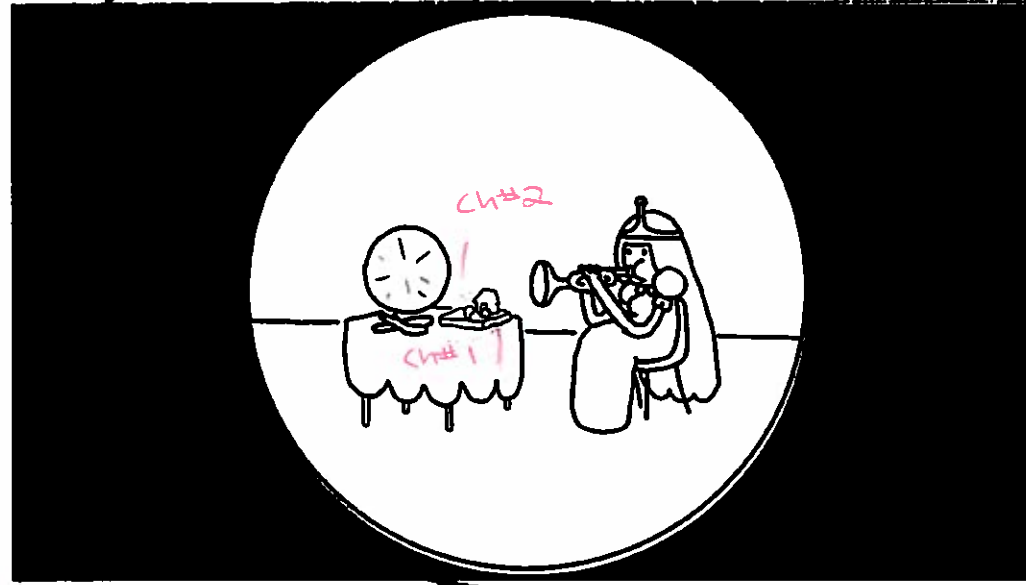
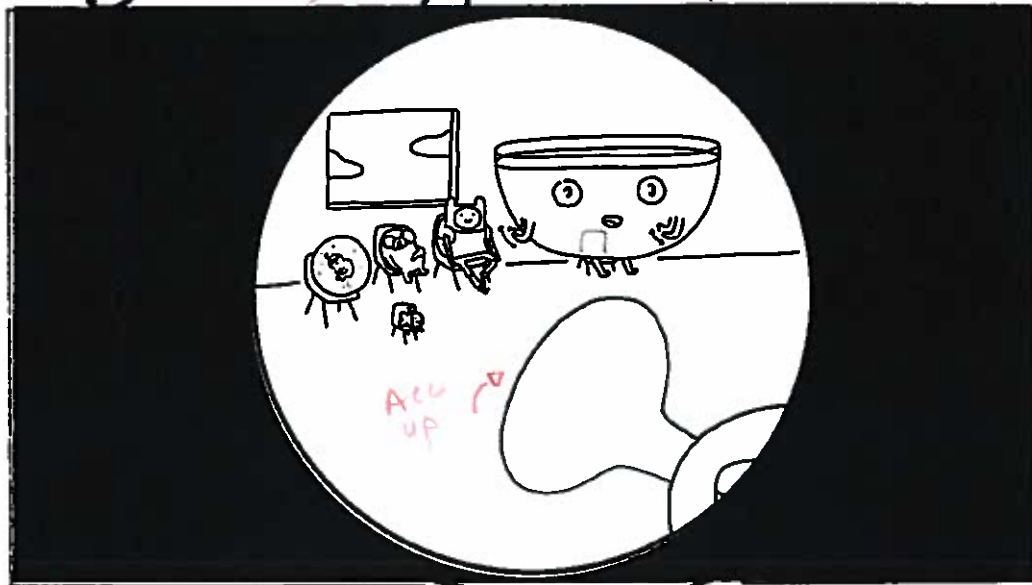
Pr.

A

Bg.

day night

2



SFX:

toot tootle toot toot!

toot toot toot

Timing



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ADVENTURE TIME



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Page 3

Sc. 4 CONT Pnl. B

Bg.

day night



Sc. 5

Pnl. A

Bg.

day night



SFX:

OOT!

DX Blush
FADE ON
Cheeks

SFX:

CLAP
CLAP
CLAP

A1



A2

CLAP

SEP 2 4 2013

PB STANDS /CHAIR FALLS

Timing:

PB Accents end of
the note



B1



B2



B3



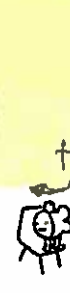
B4



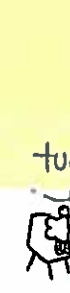
A1



A2



A3



A4

ELDER
STANDS
UP

TURN

TURN

ADVENTURE TIME



Page 4

Sc. 6

Pnl. A

Bg.

day night

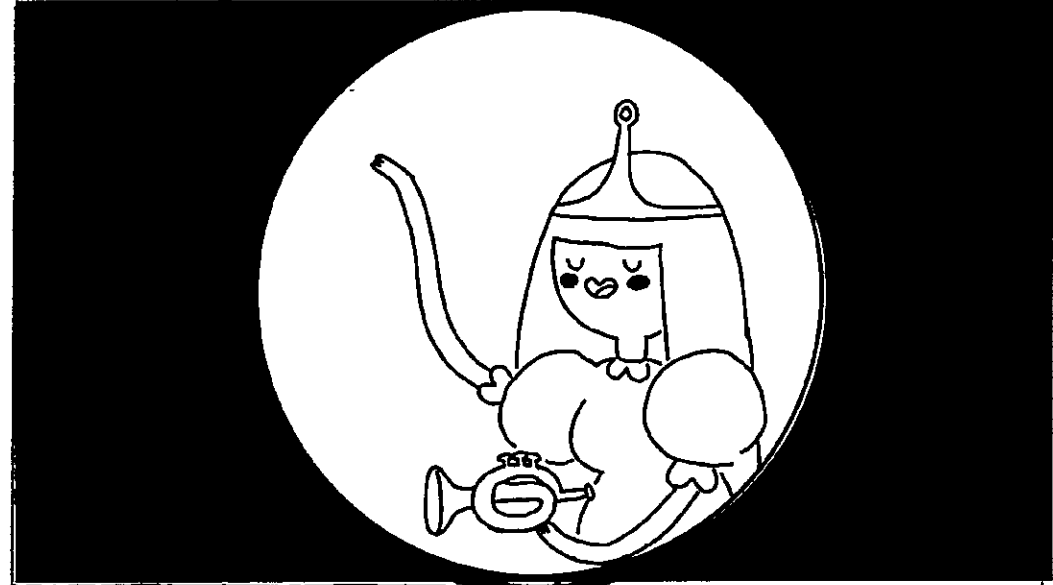


Sc. 6 **CONT**

Pnl. B

Bg.

day night

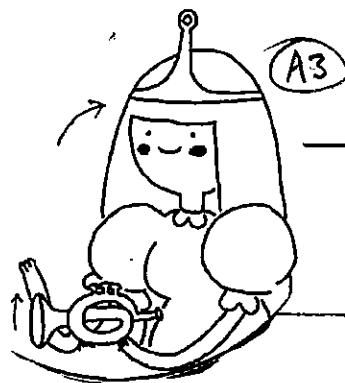
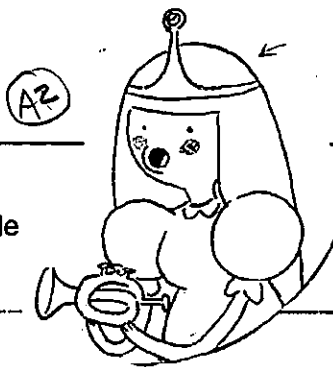


PB (out of BREATH (HEAVY BREATHING))

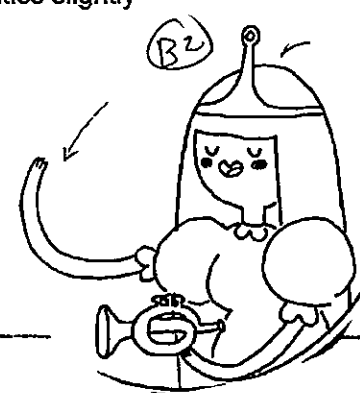
PB/ Ladies and gentlemen, I have invented-

Timing:

-Big Exhale



-PB antics slightly



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Production :

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ADVENTURE TIME

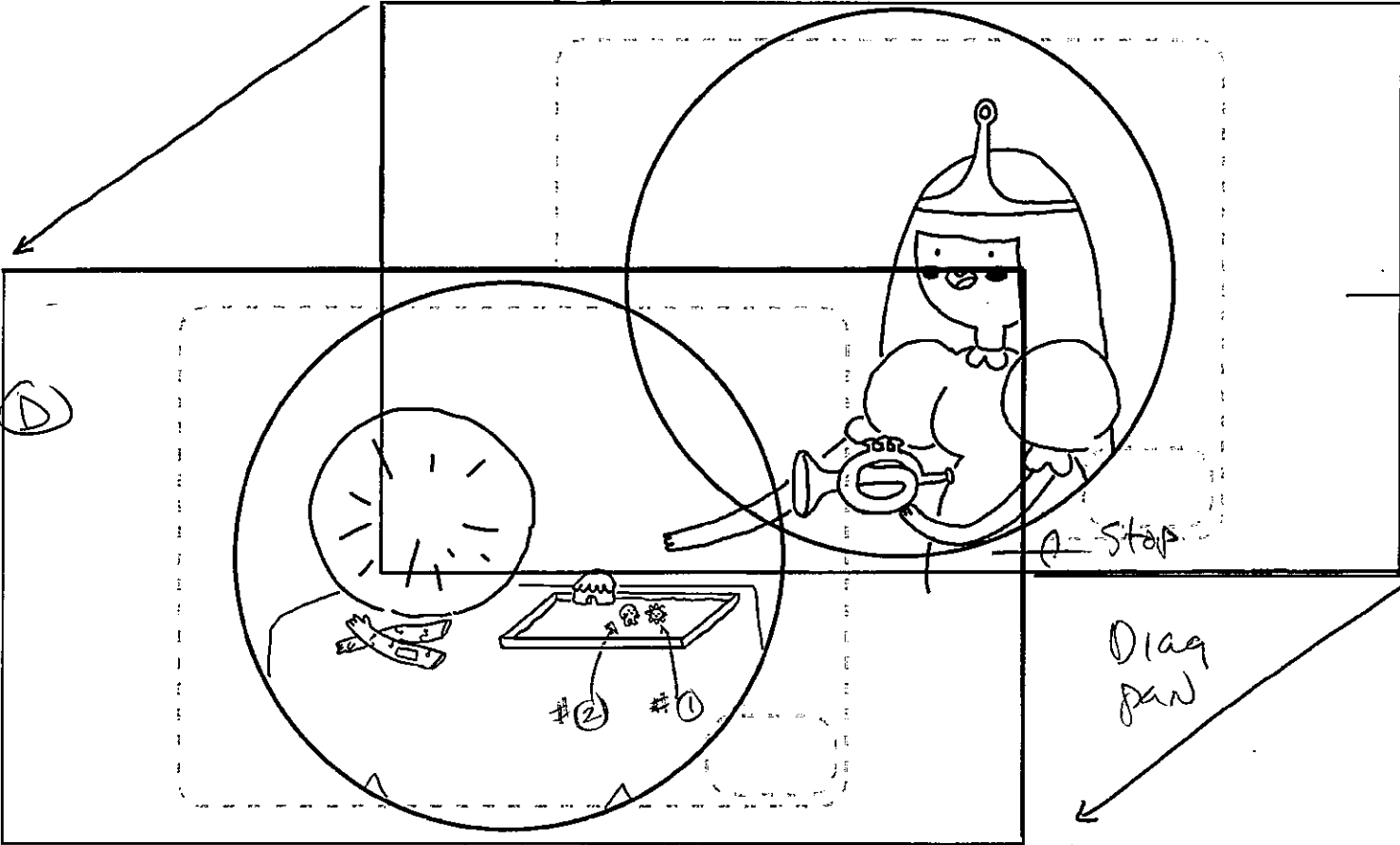


Handwritten: Hu Cut

Sc. 6 *cont*

Pnl. C

Bg.



Handwritten: A Start

1014-160

1014/160

Handwritten: Diag pan

SEP 24 2013

Production :

1014/160

Dialog:
PB/ TIME TRAVEL!!!
Action:
-pan down to table
Timing:

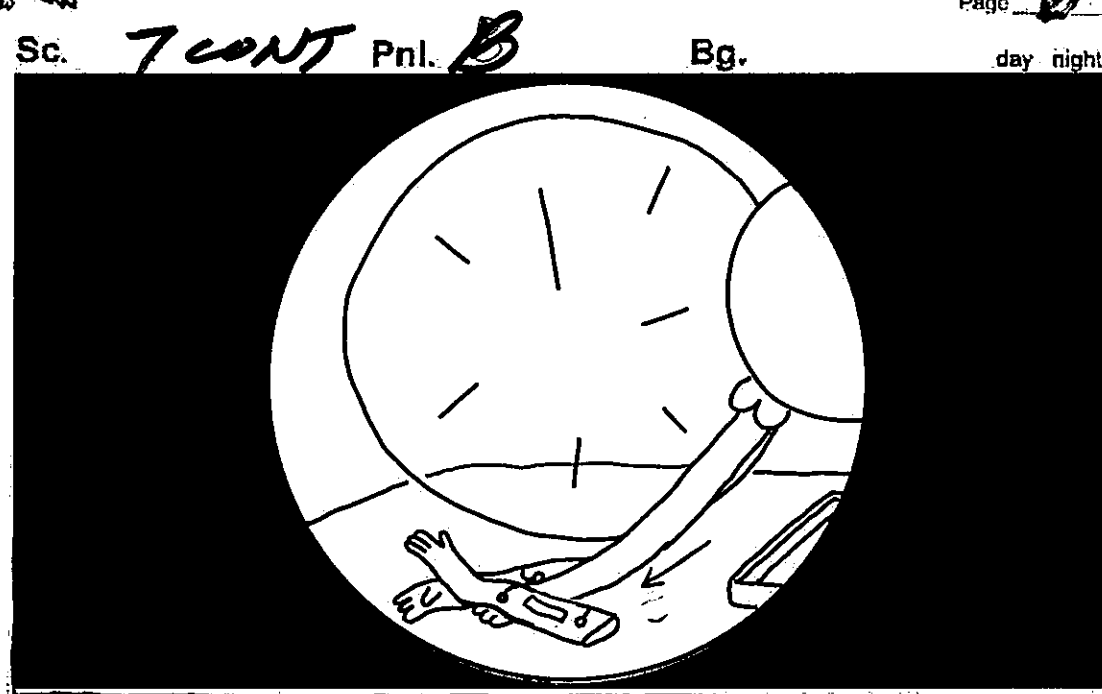
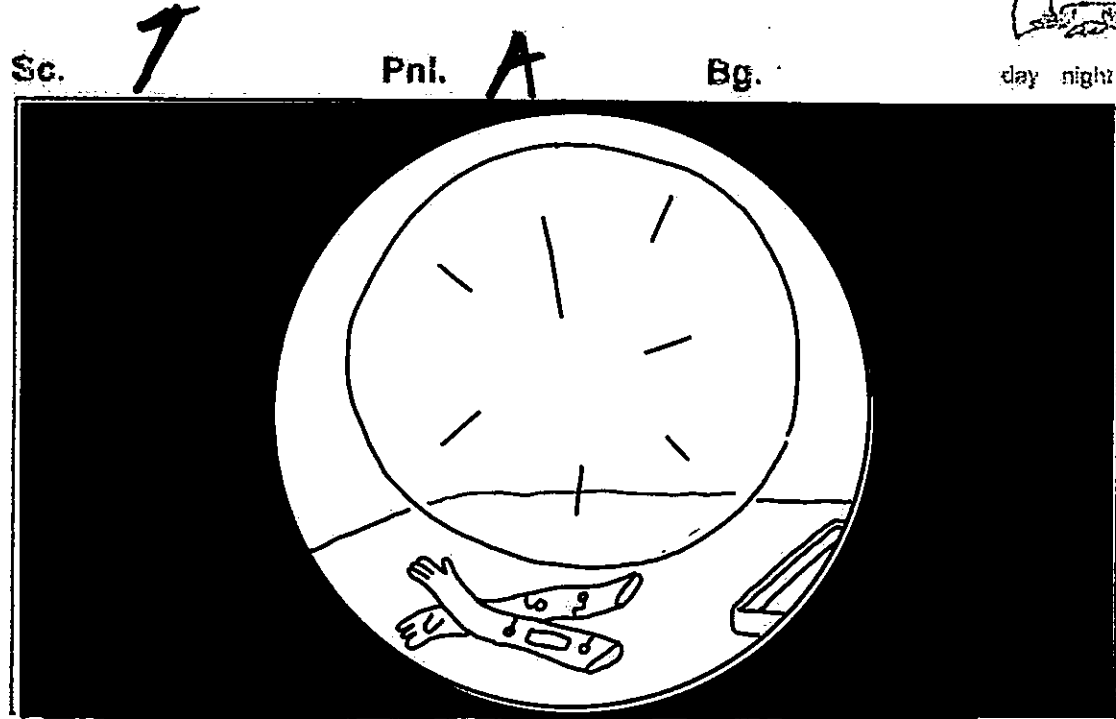
1014/160

1014/160

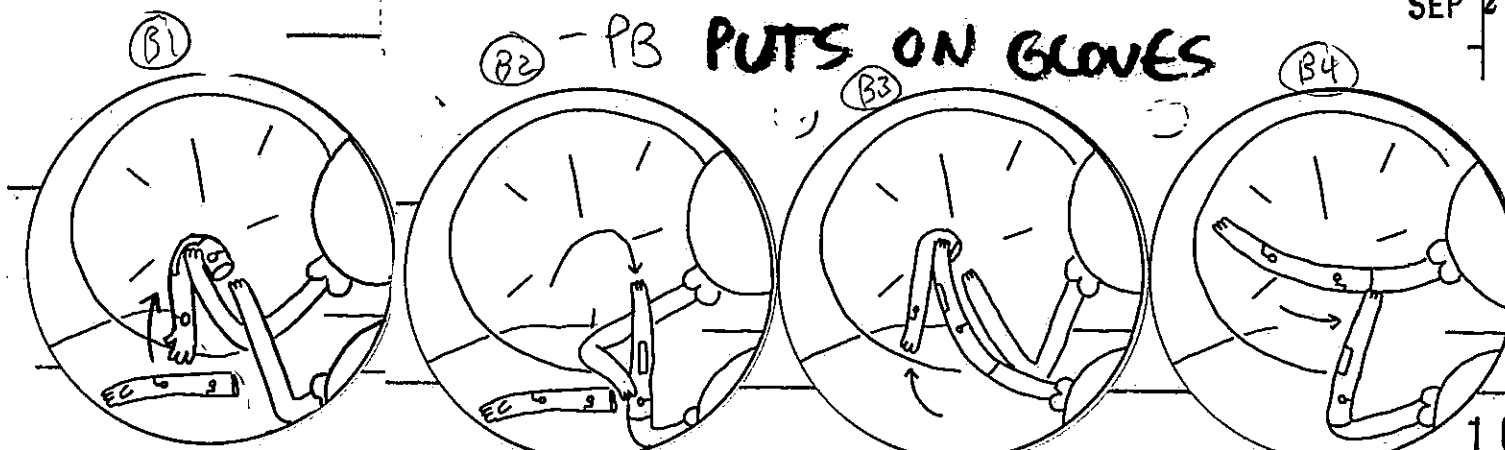
ADVENTURE TIME



Page 6



PB: THIS PHASICAL SPHERE IS FLOODED WITH INFO WAVES THAT SCAN EVERY SECOND, LOGGING EVERY MOLECULE THAT PASSES THROUGH ITS VOLUME.



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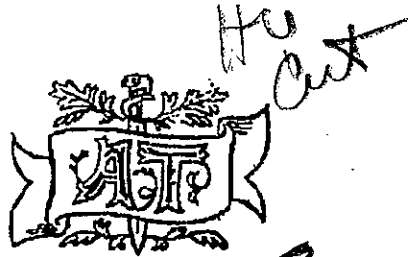
Production :

1014/160

1014/160

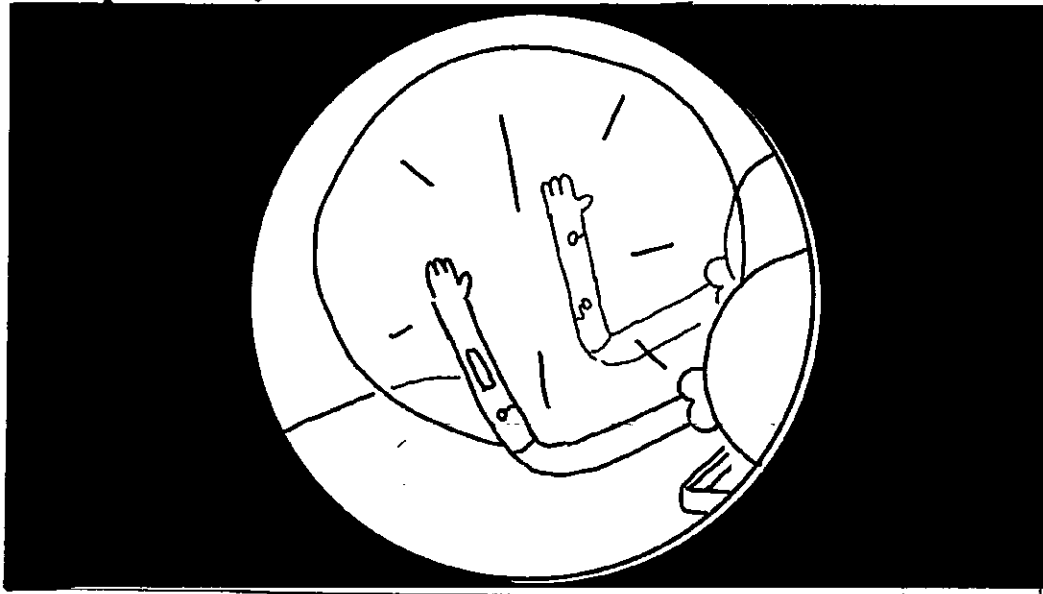
Timing

ADVENTURE TIME

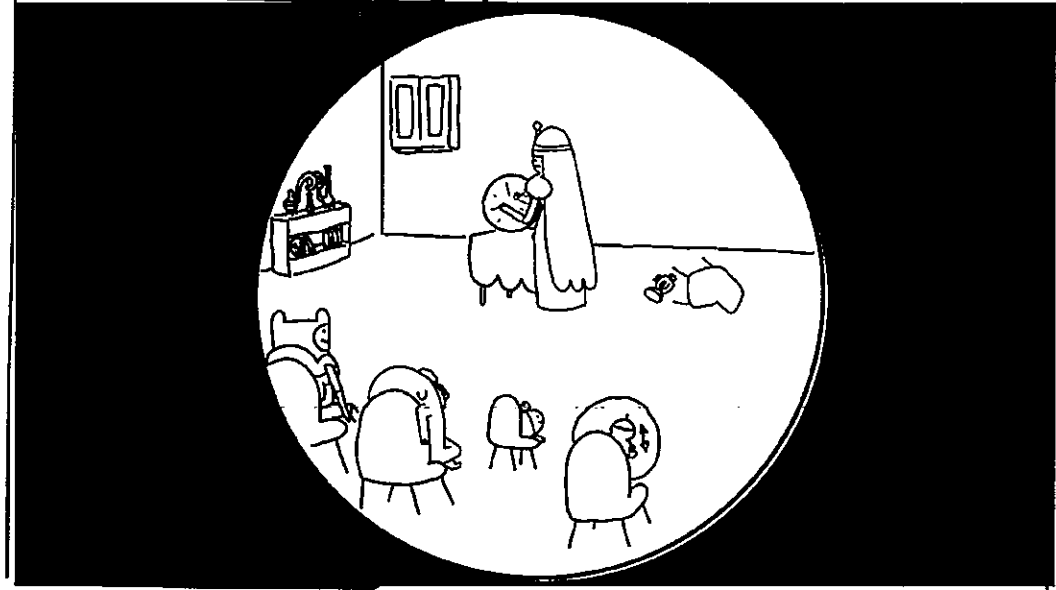


Page 7
day. night

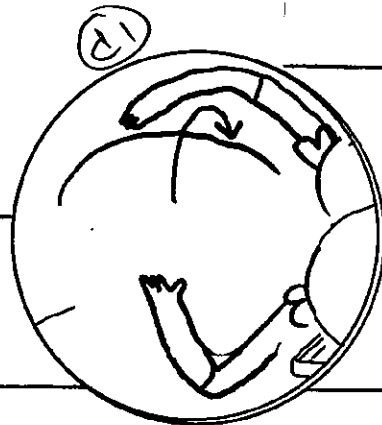
Sc. 7 cont Pnl. C Bg. day night



Sc. 8 Pnl. A Bg. day. night



- PB PICKS UP SPHERE



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Timing:

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Production :

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ADVENTURE TIME



Page 8

Sc. 8 *CONT*

Pnl. B

Bg.

day night

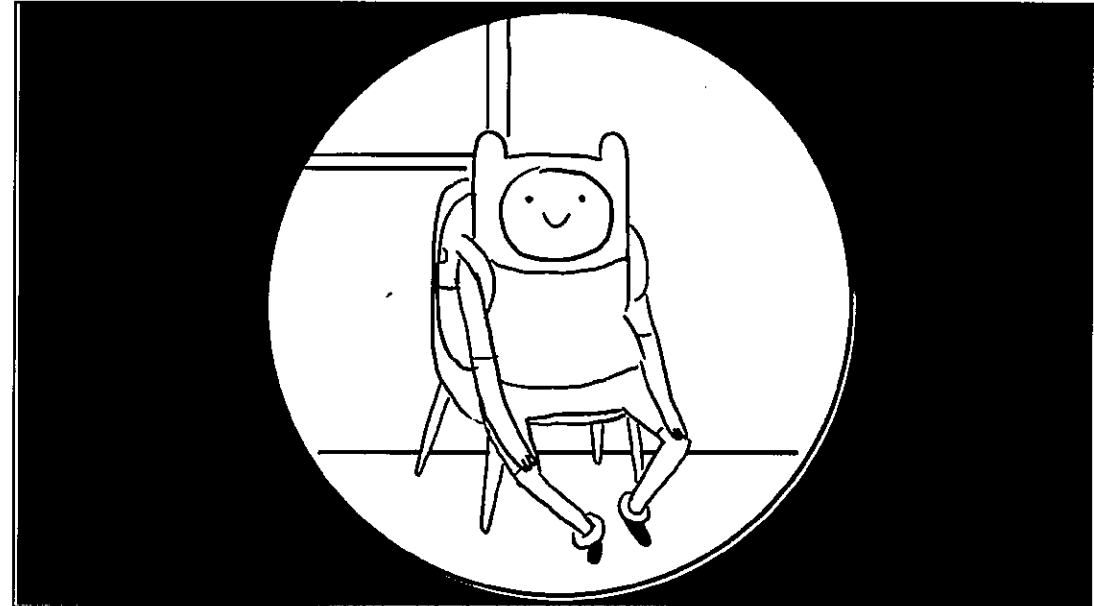


Sc. 9

Pnl. A

Bg.

day night



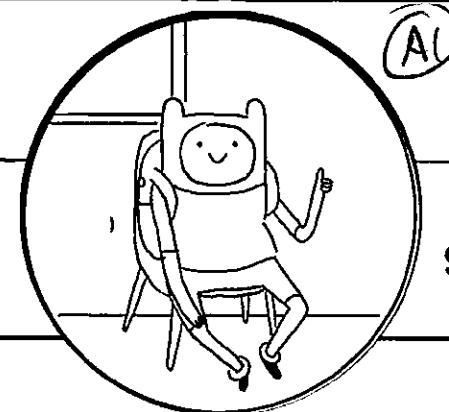
Dialog:

PB/ I made special gloves for it.

Action:

-Finn gives PB
a thumbs up

Timing:



SEP 24 2013

Production :

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ADVENTURE TIME

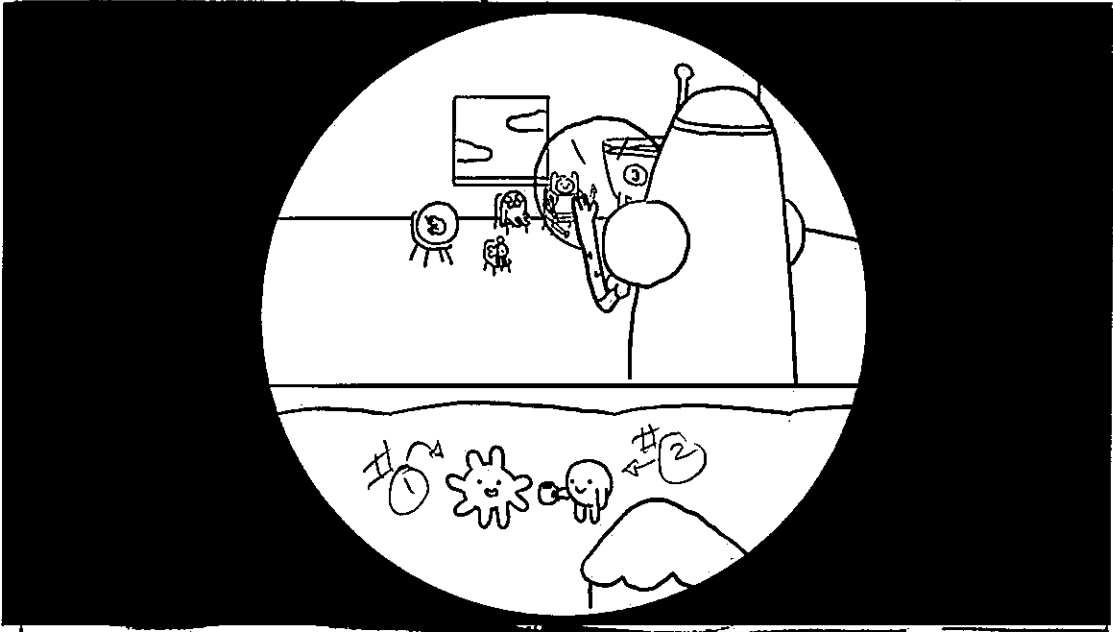


Sc. 10

Pnl. A

Bg.

day night

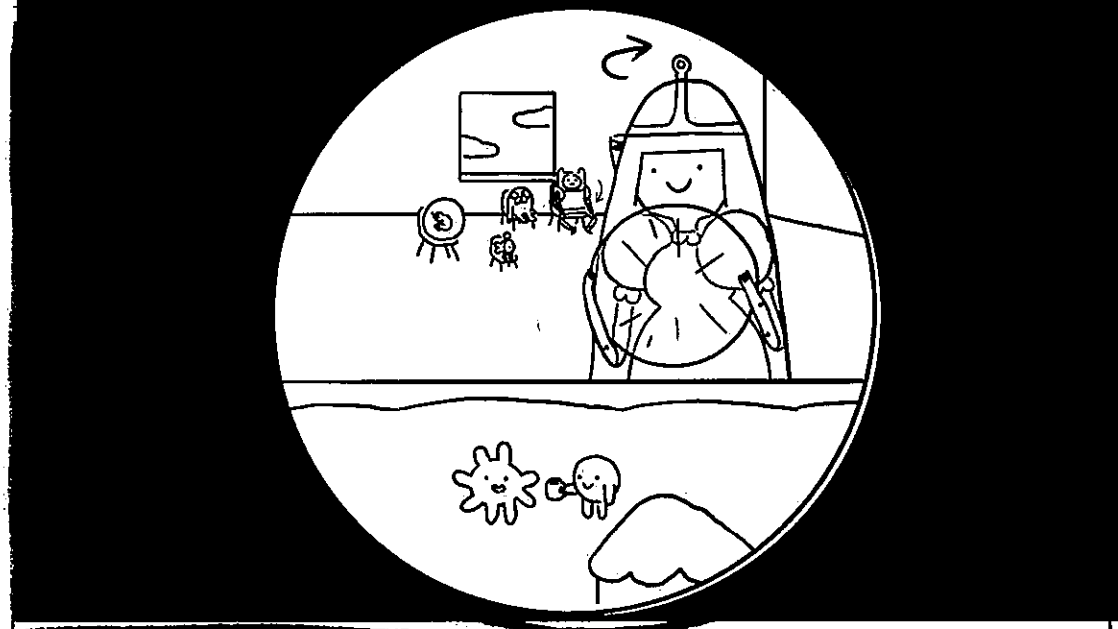


Sc. 10 cont

Pnl. B

Bg.

day night



Page 9

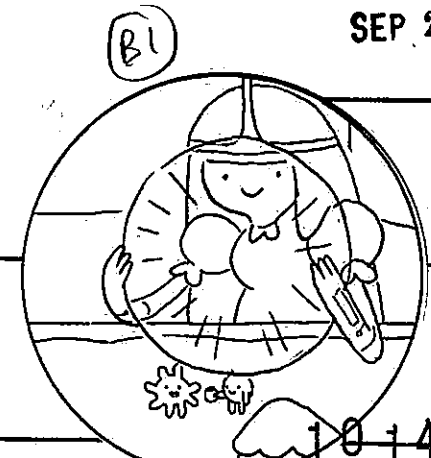
1014-160

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(H) TAKEPOSE

- PB NMS around



SEP 24 2013

Timing:

Production :

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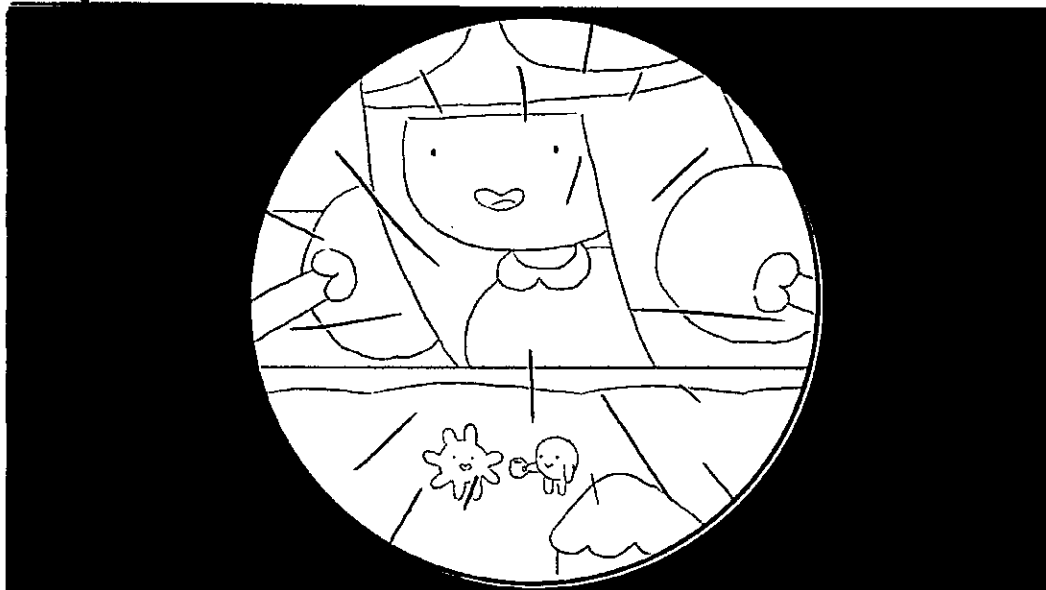
ADVENTURE TIME



Sc. 10 CONT Pnl. C

Bg.

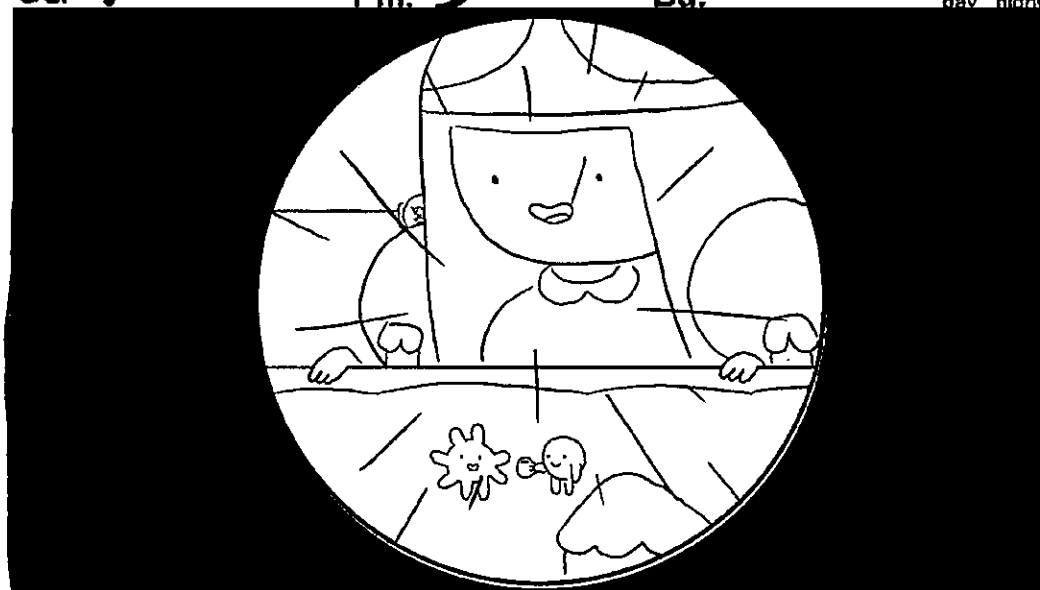
day night



Sc. 10 CONT Pnl. D

Bg.

day night



- Places Sphere within circle frame.

PB: NOW CHECK IT OUT!

IT'S LOGGING TIME!

Timing:

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Production :

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Page 10

Hu
Cust

Ho
Cut

ADVENTURE TIME



4 for hand lettering

Sc. 11

Pnl. A

Bg.

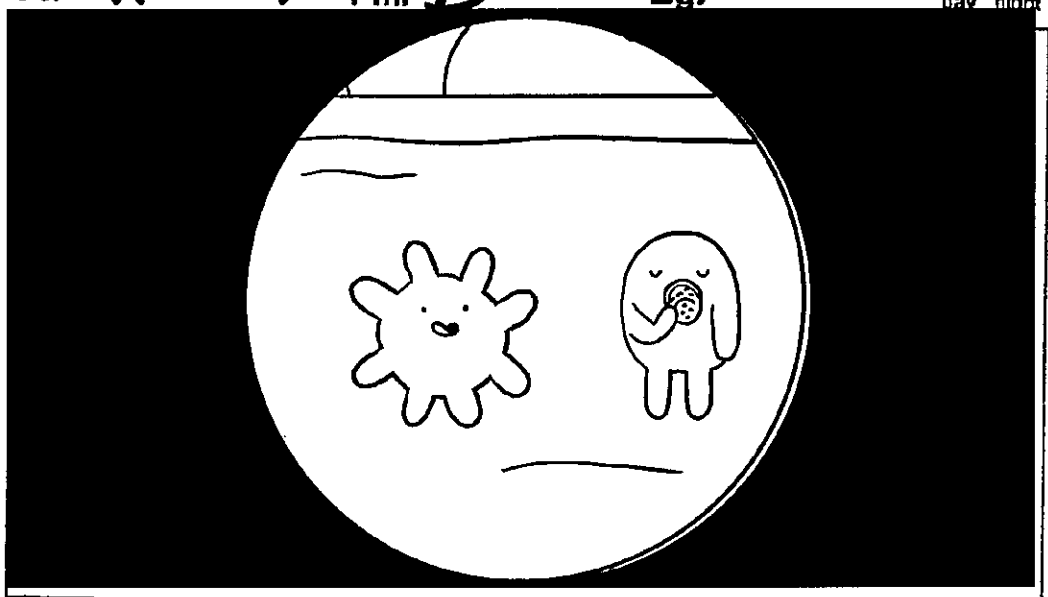
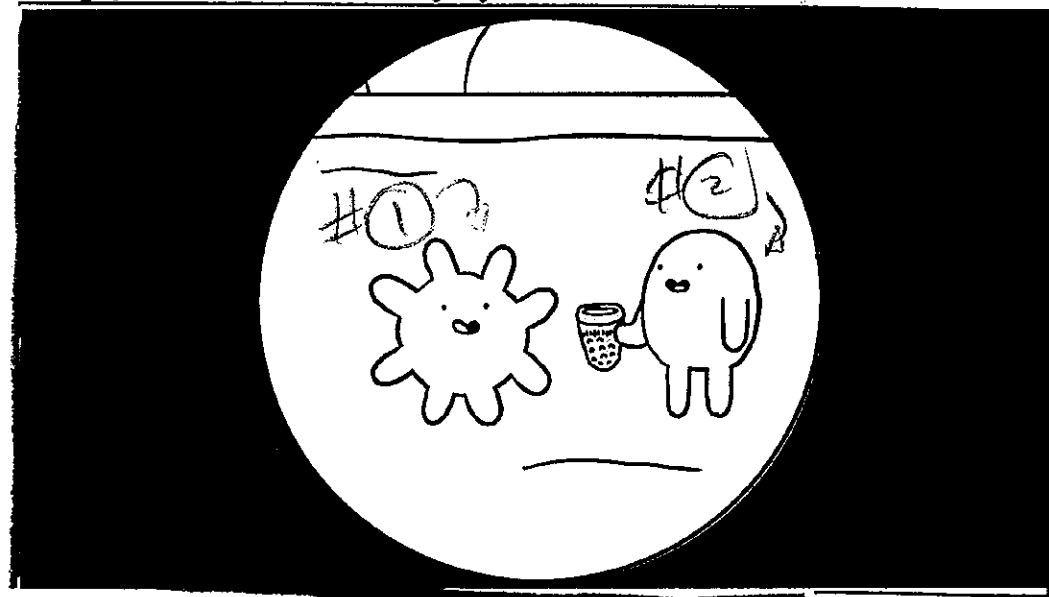
day night

Sc. 11 CONT

Pnl. B

Bg.

Page 11
day night



LITTLE GUY 1
LITTLE GUY 2: k/k/b/k/k
b/k/s

(LG2 holds cup of coffee)

LG1: b/k/k/b/k/k
LG2: *sssiip*

Timing:

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Production :

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ADVENTURE TIME



Page 12

Sc. 11 CONT Pnl. C

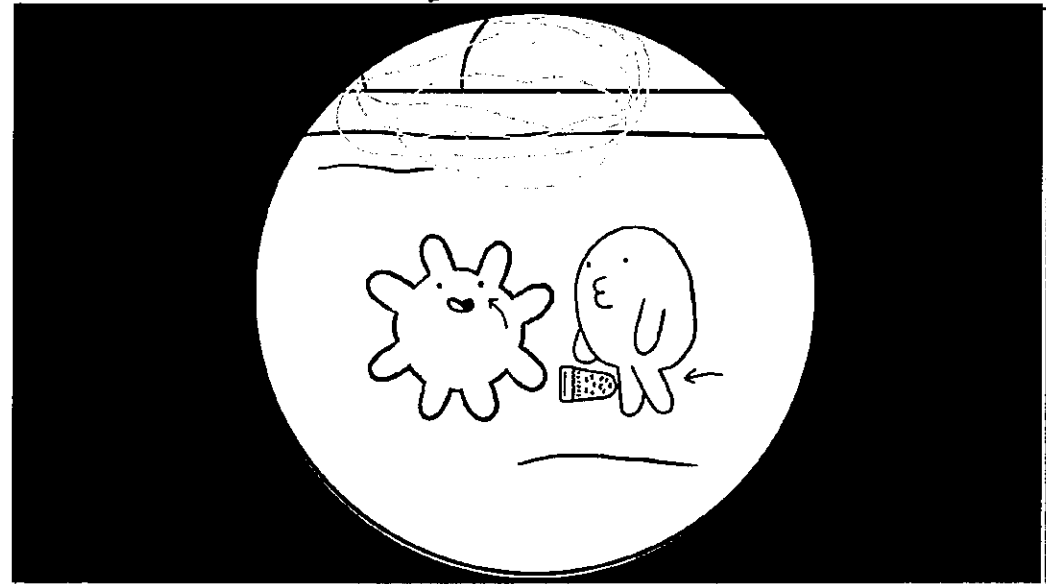
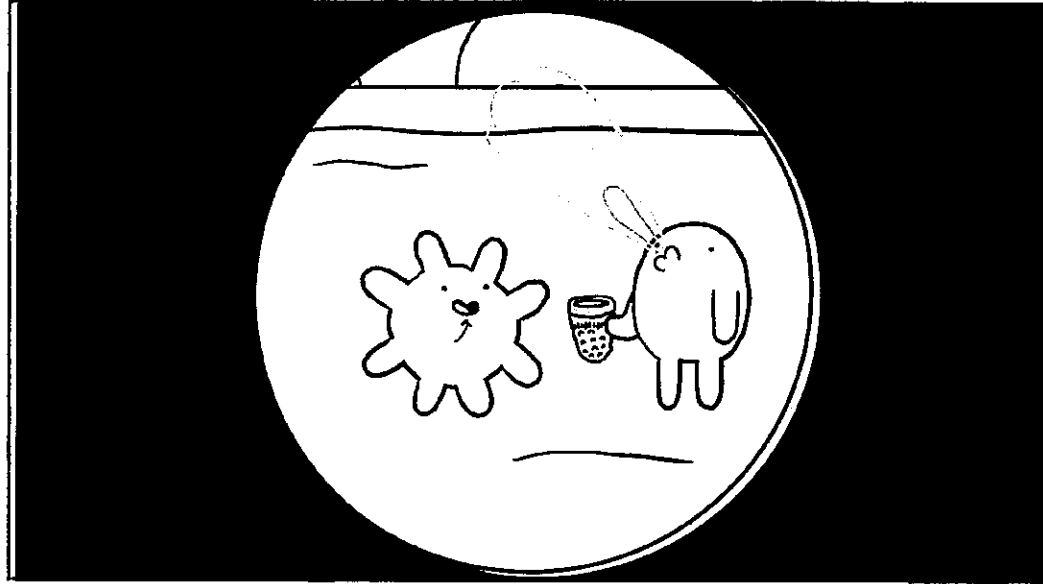
Bg.

day night

Sc. 11 CONT Pnl. D

Bg.

day night



CG1: bklalabklal
 CG2: phfbff!!!
 (sprays coffee in air)

CG 1+2: * KISS *

Timing:

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ADVENTURE TIME



Page **13**
13A NEXT

Sc. **11 CONT**

Pnl. **E**

Bg.

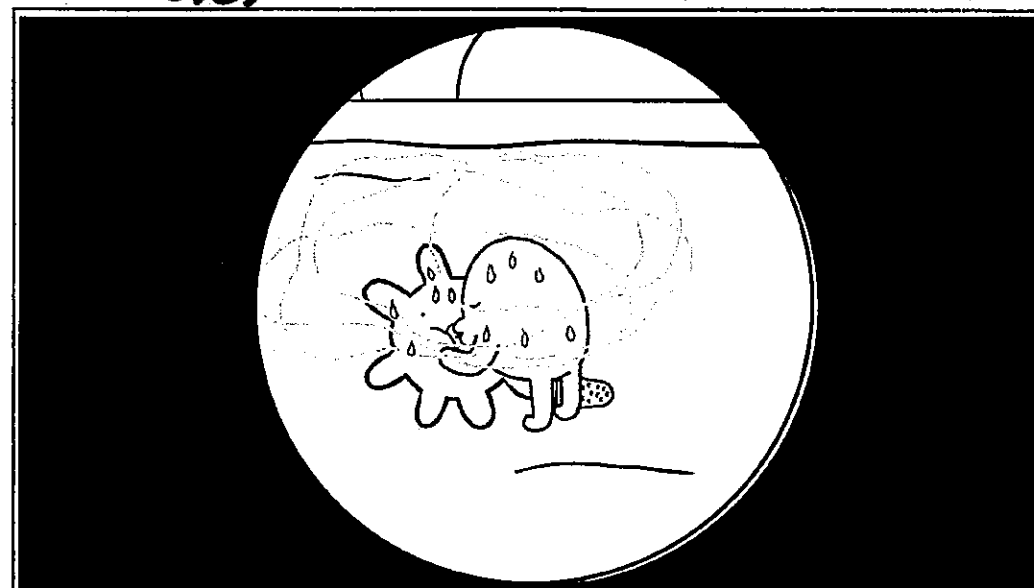
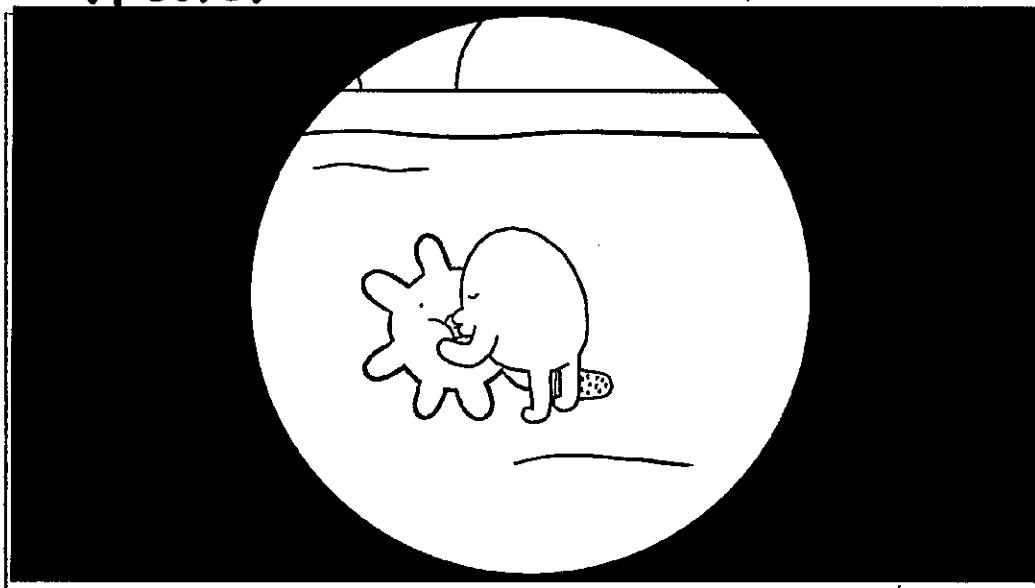
day night

Sc. **11 CONT**

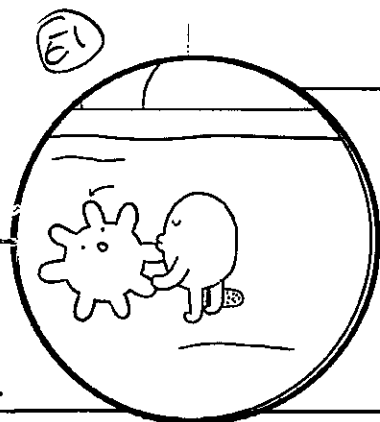
Pnl. **F**

Bg.

day night



LG #182/ <Kissing>



Timing:

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ADVENTURE TIME



Page 13A
14 NEXT
day night

HW
cut

Sc. 11 *CONT*

Pnl. G

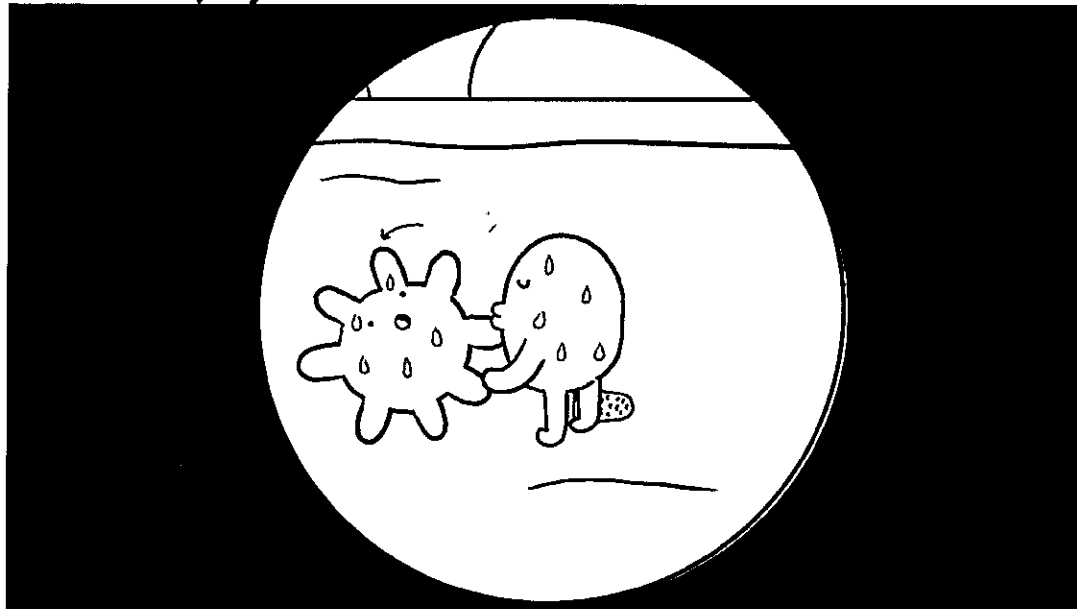
Bg.

day night

Sc. 12

Pnl. A

Bg.



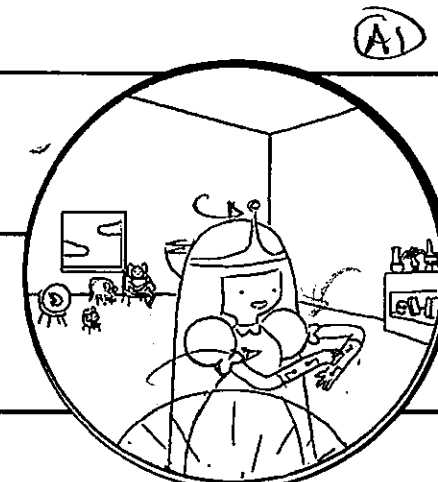
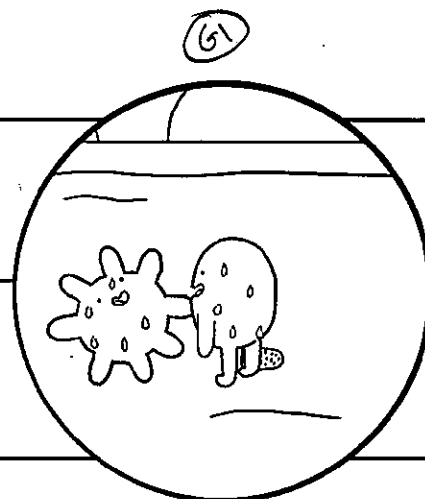
Dialog:

LG 1&2/ BLABLALALALALALA.

PB/ I'll set the clock back now...

Action:

Timing:



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Production :

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HO
CUT

ADVENTURE TIME



Page 14

Sc. 13

Pnl. A

Bg.

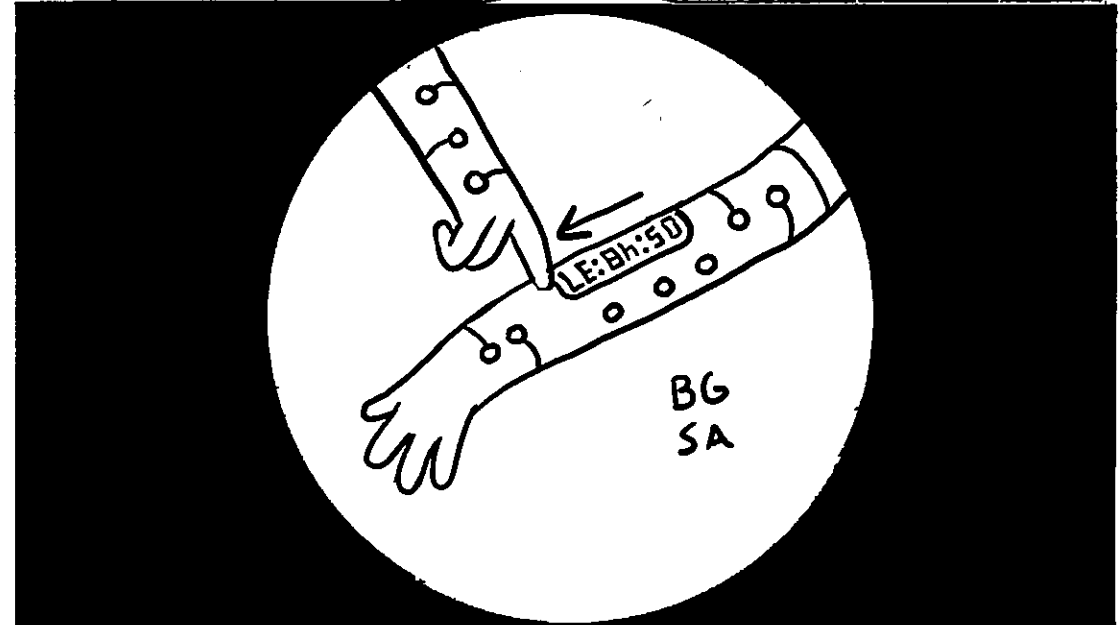
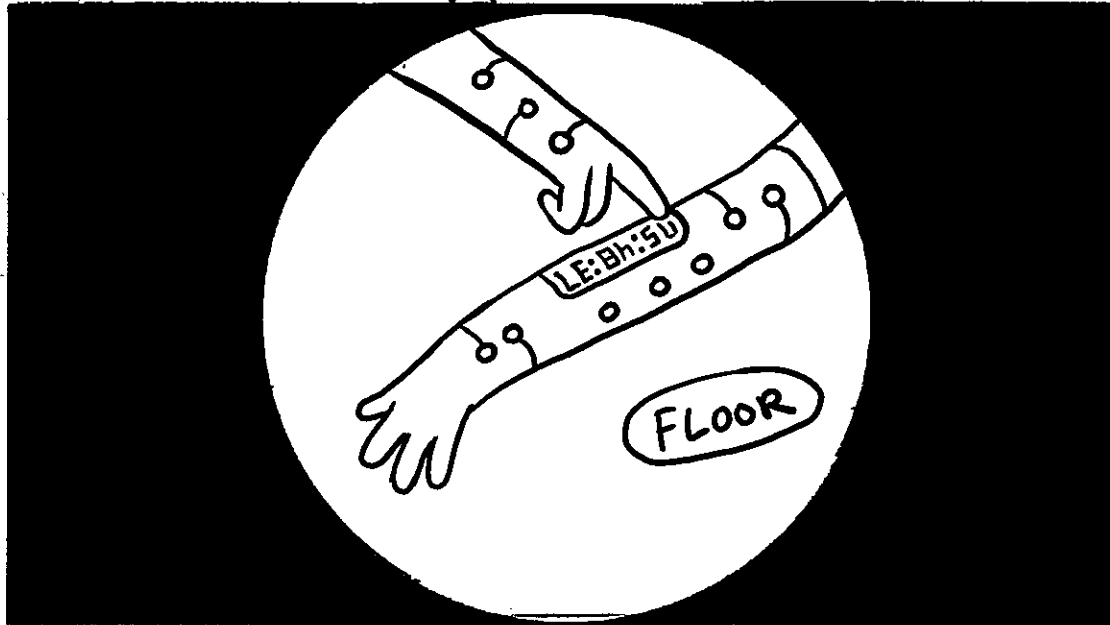
day night

Sc. 13 CONT Pnl. B

Bg.

day night

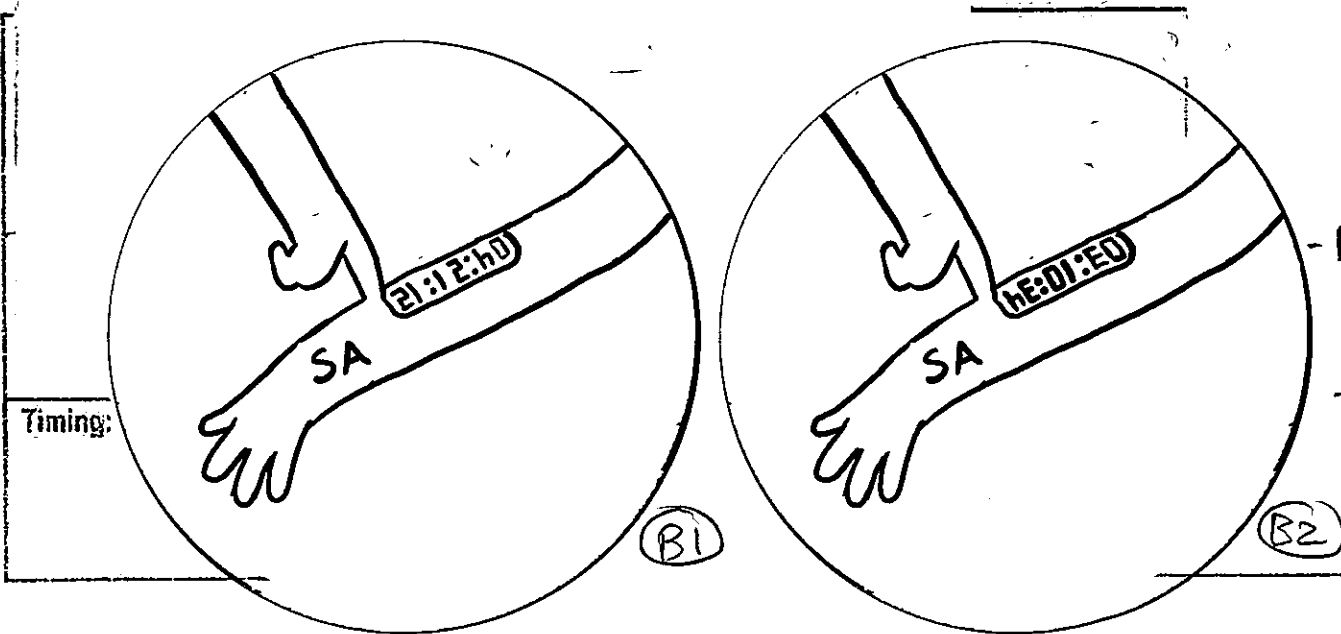
CUT



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- PB glides finger on panel
- Numbers flicker & SCROLL
BACK

Timing:

SEP 24 2013

Production :

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Cut

ADVENTURE TIME

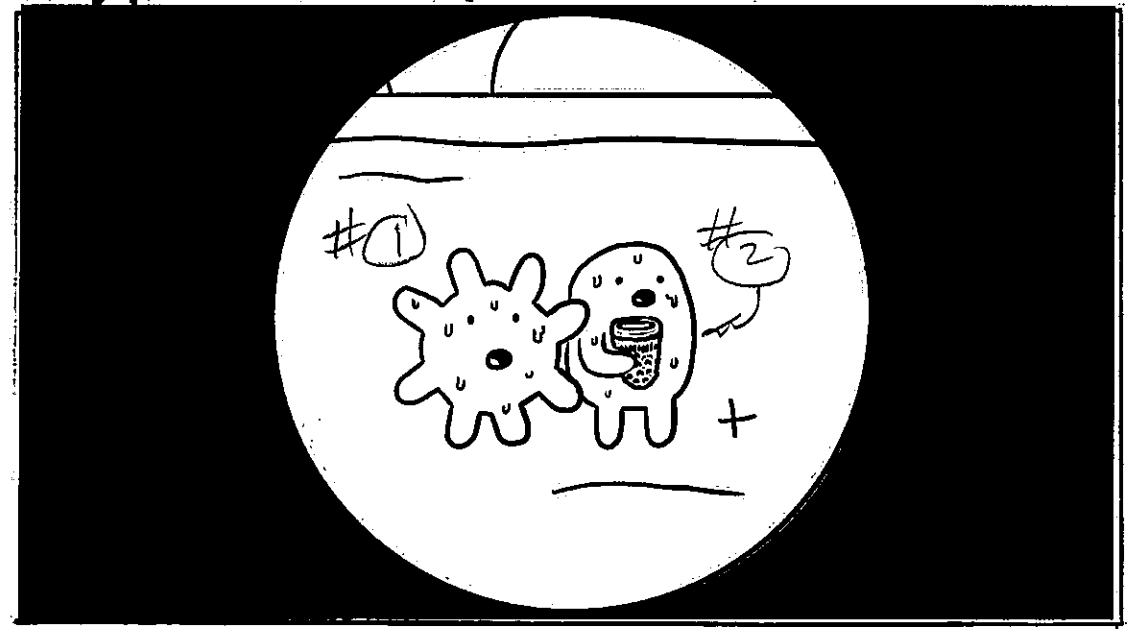


Sc. 14

Pl. A

Bg.

day night

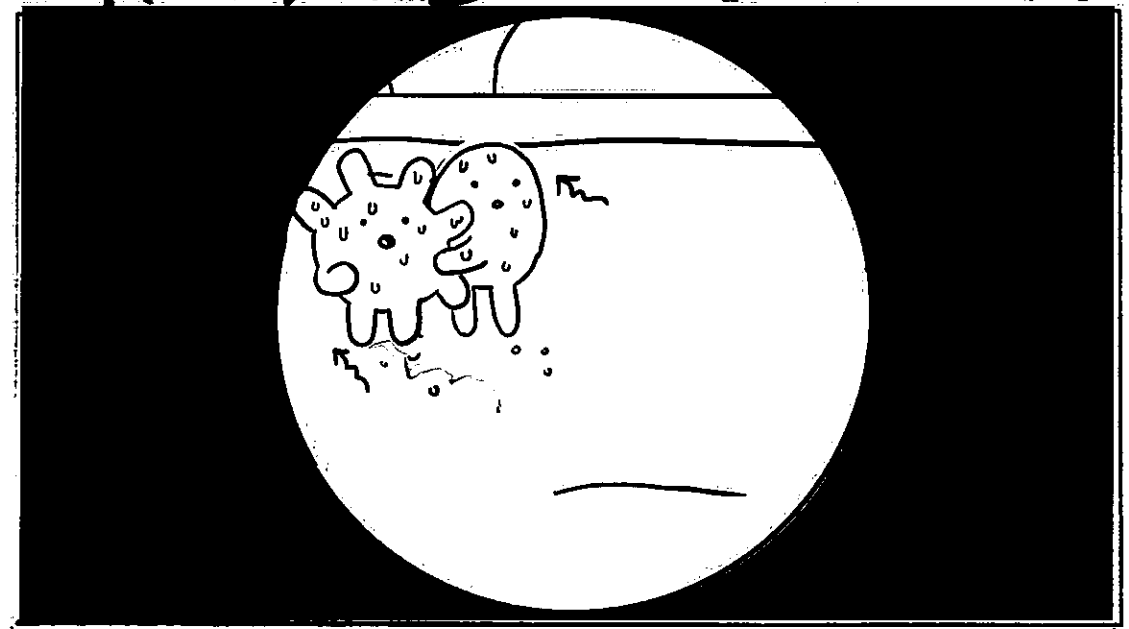


Sc. 14 CONT

Pl. B

Bg.

day night



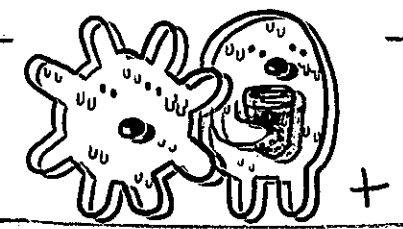
LG 1&2/ <kissing rewind>

- GHOST IMAGE OF LITTLE GUYS APPEAR (DONE IN POST)

LAYOUT & ANIMATION
NOTE

Timing:

X



NOTE TO TIMING:
ALL GHOST IMAGE
ANIMATION WILL
BE DONE IN POST.

- LITTLE GUYS BACK AWAY

SEP 24 2013

THIS POSE FOR REF.
ONLY.

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EPISODE #

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Production :

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ADVENTURE TIME



Sc. **14 CONT** Pnl. **C**

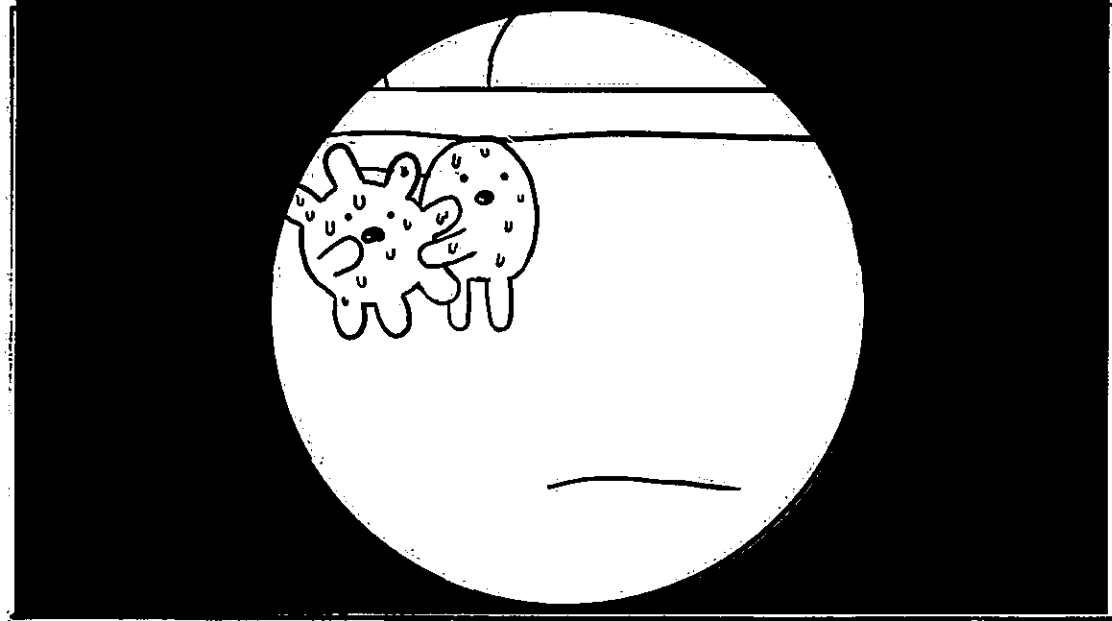
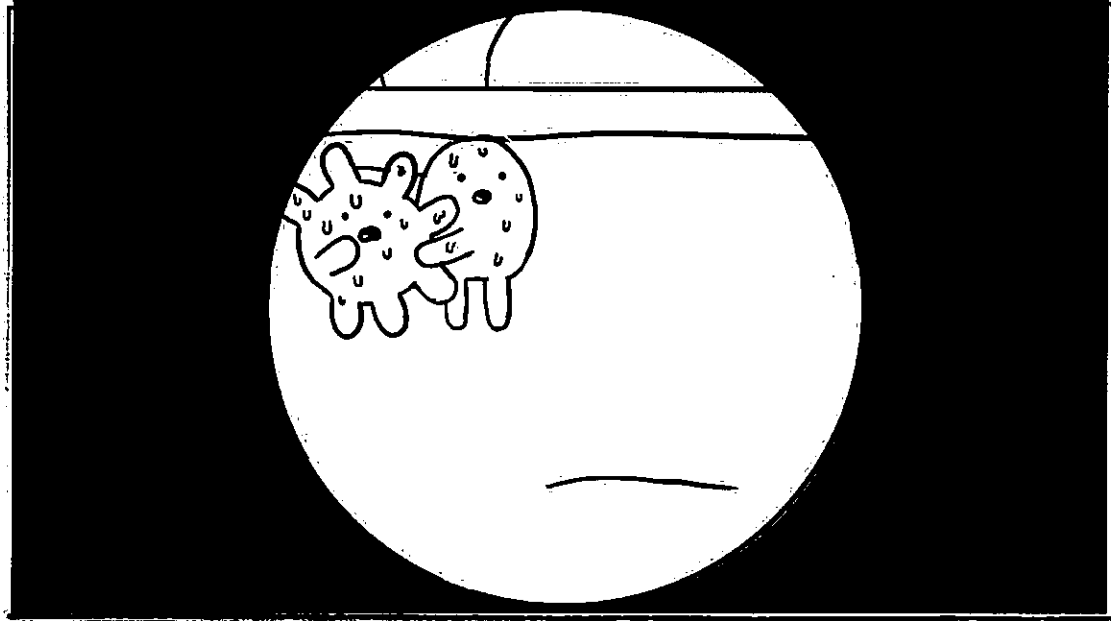
Bg.

day night

Sc. **14 CONT** Pnl. **D**

Bg.

Page **16**
day, night



-sucking liquid (DONE IN POST)
-LITTLE GUYS REACT TO GHOST ANIMATION.

-spits liquid into cup (DONE IN POST)

Timing:

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ADVENTURE TIME



Sc. 14 CONT

Pnl. E

Bg.

day night

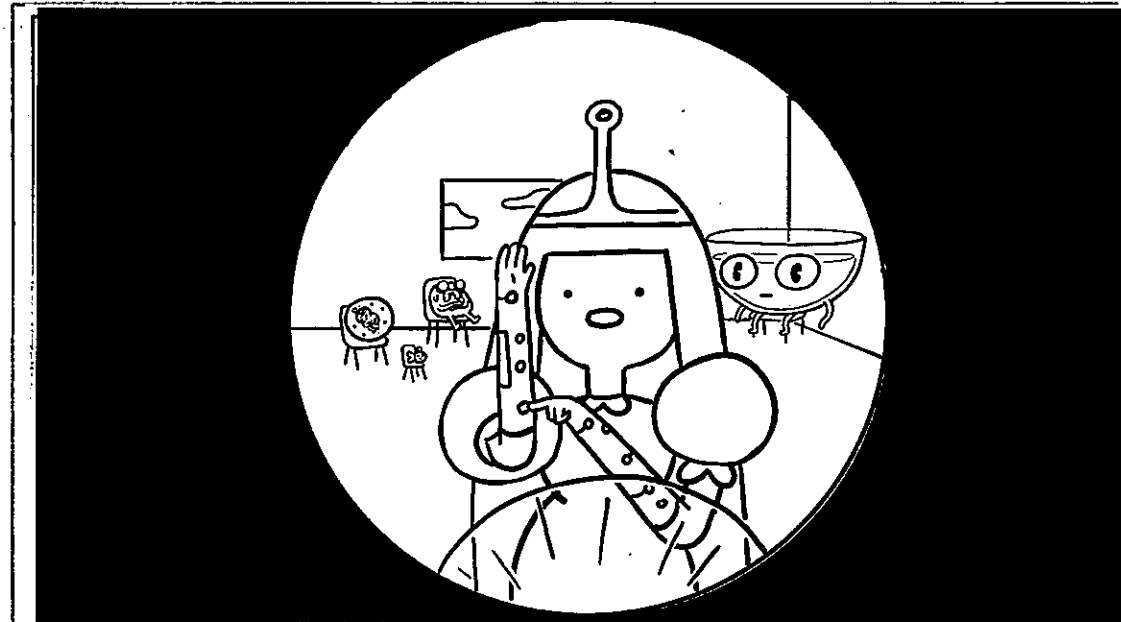
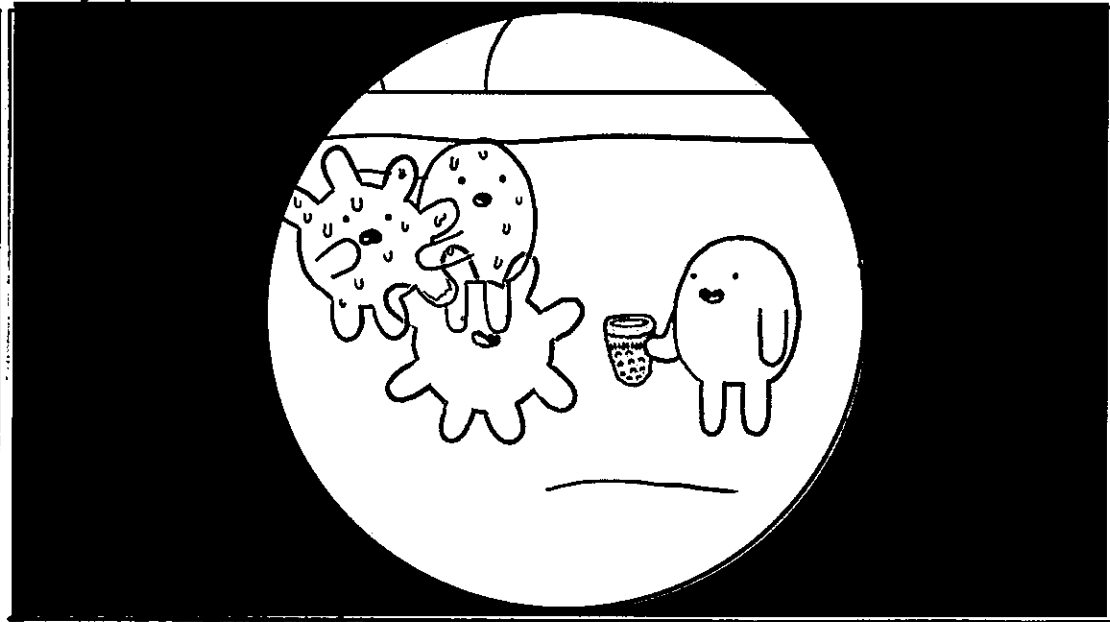
Sc. 15

Pnl. A

Bg.

Page 17
day night

Cut



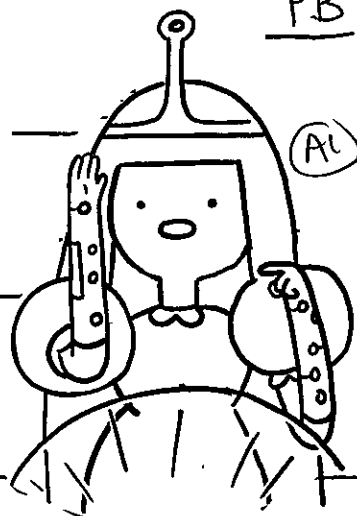
EPISODE # 1014-160

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* Layout/Animation note

* GHOST IMAGES STOP REWINDING.
* this is DONE I POST
GHOST IMAGES ARE ON BOARD

Timing: FOR TIMED CHAR'S ①/②
EYE DIRECTION



PB: NOW, I'LL PUSH THE
TIME TRAVEL BUTTON...

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Production :

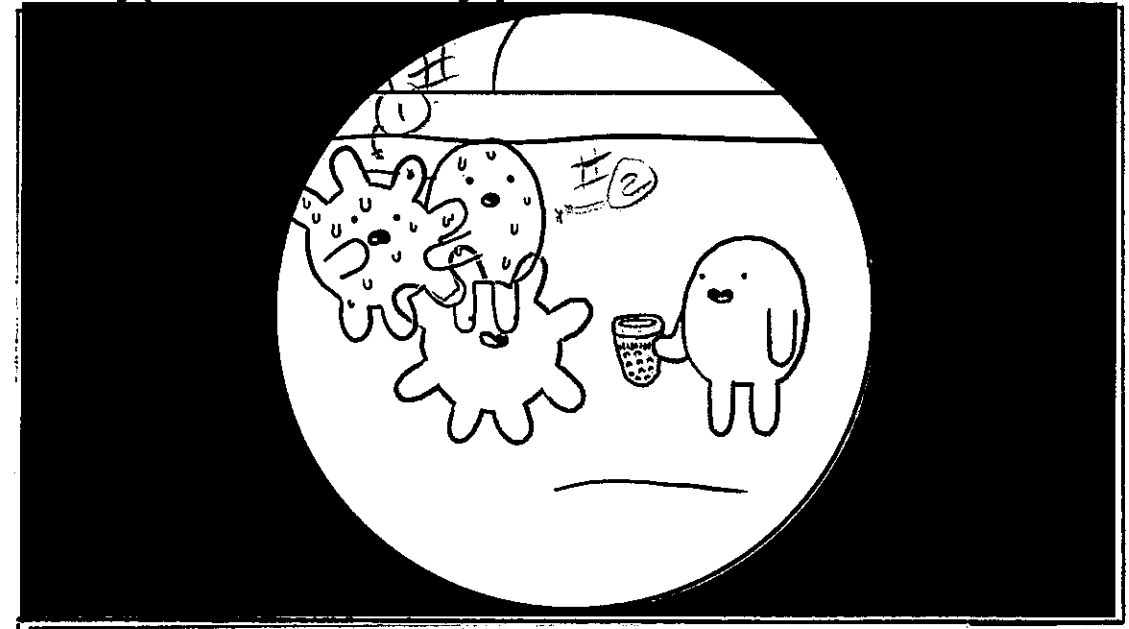
1014/160

cut

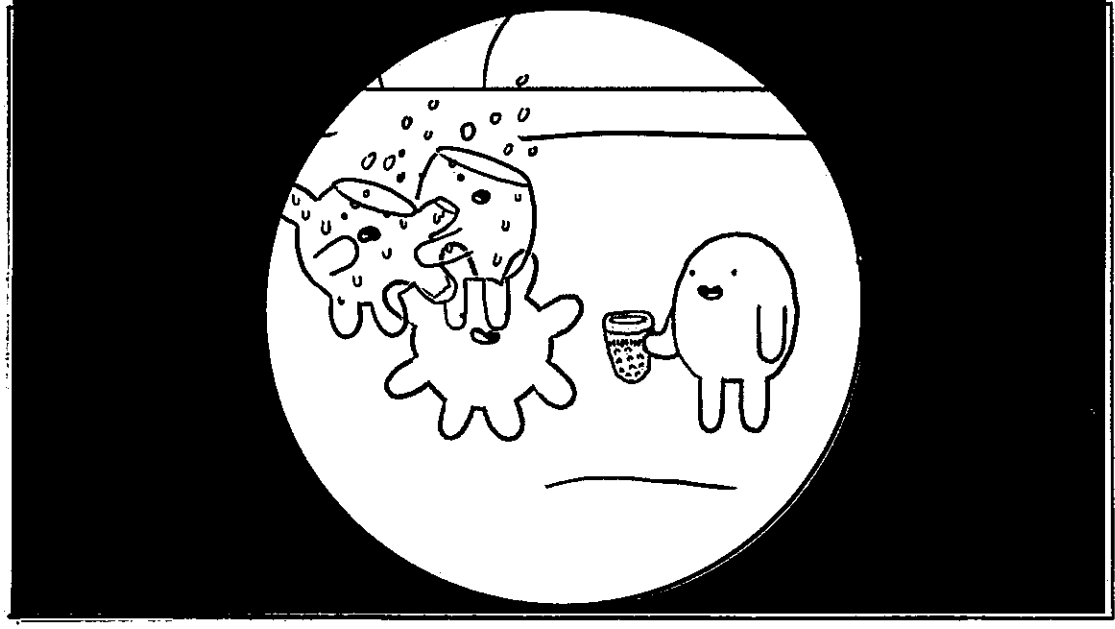
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 16 cont Pnl. B Bg. day night



SFX: *CLICK*

LG ^{#1} AHH
^{#2} AHHH!

- LITTLE GUYS MOLECULES BREAK APART

*ghost character
see sc 14 note

ghost characters are
post fx

Timing:

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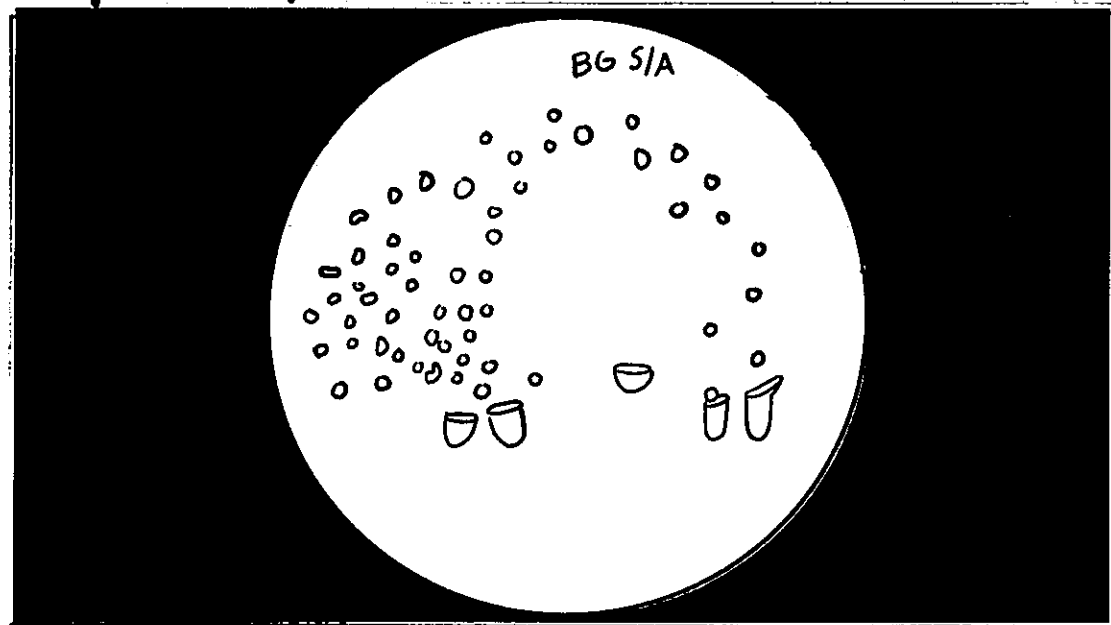


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Sc. 16 CONT Pnl. C

Bg.

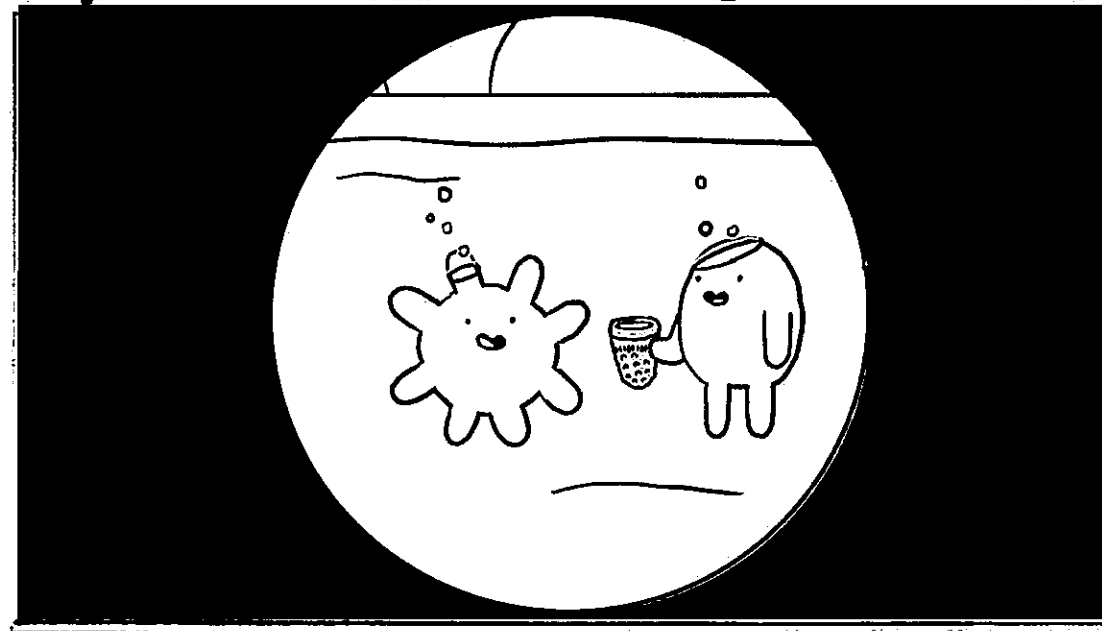
day night



Sc. 16 CONT Pnl. D

Bg.

day night



Dialog:

Action:

- LITTLE GUYS REFORM AS 'EARLIER' VERSIONS

Timing:

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Production :

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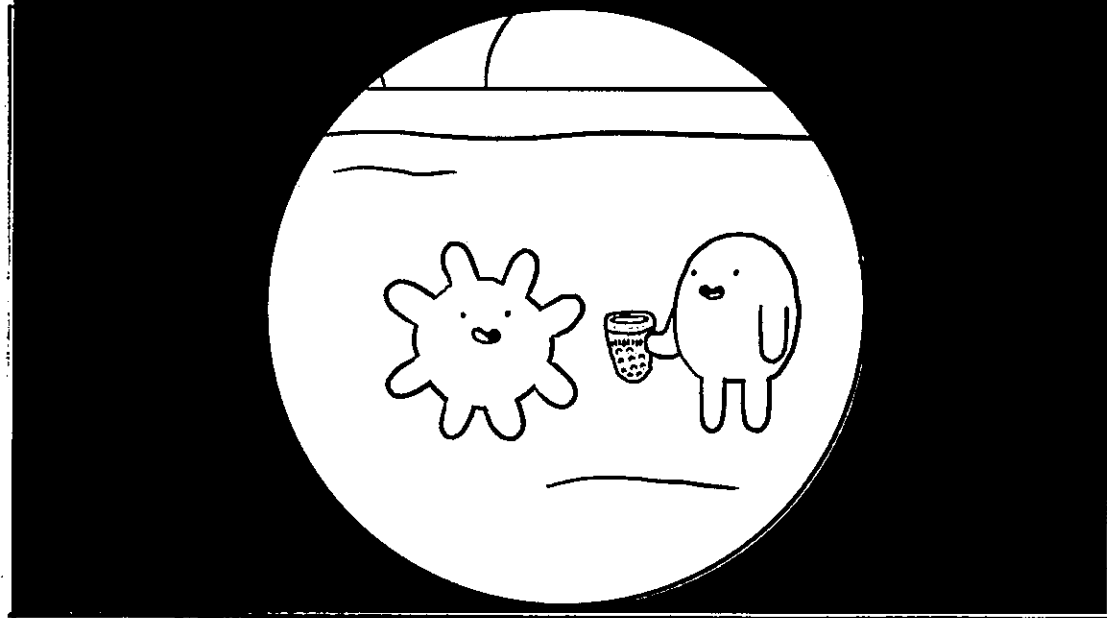
1014/160

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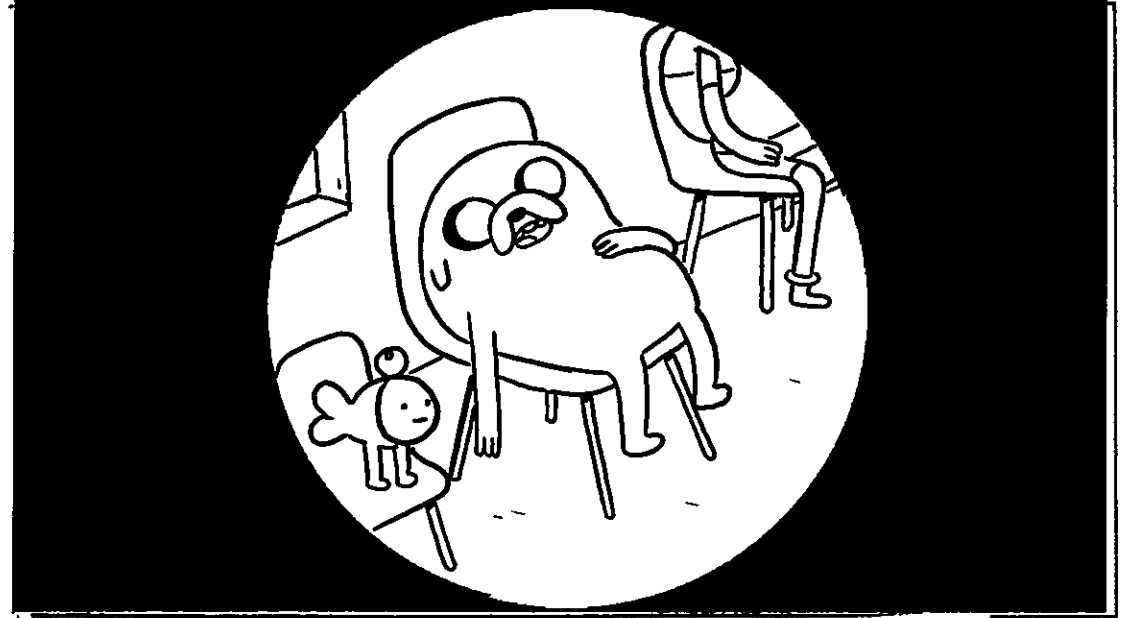


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Sc. 16 CONT Pnl. E Bg. day night



Sc. 17 Pnl. A Bg. day night



LITTLE GUY #1 wree!!
LITTLE GUY #2 HAA HA! HA!

- LITTLE GUYS WAVE ARMS EXCITEDLY.

J: ehh..

Timing:

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Production :

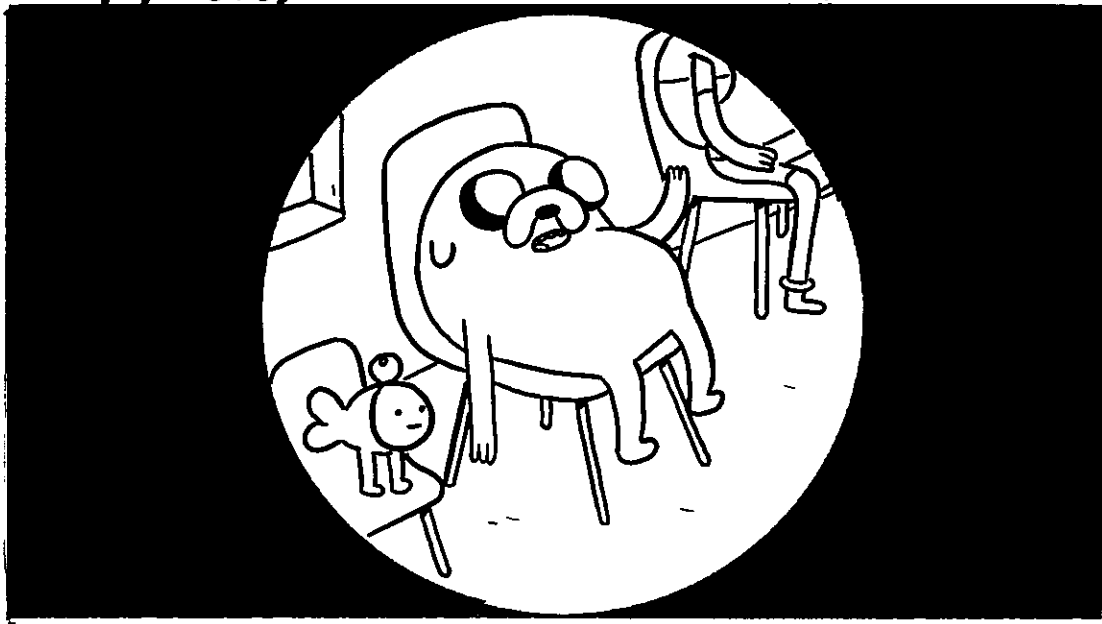
1014/160

ADVENTURE TIME

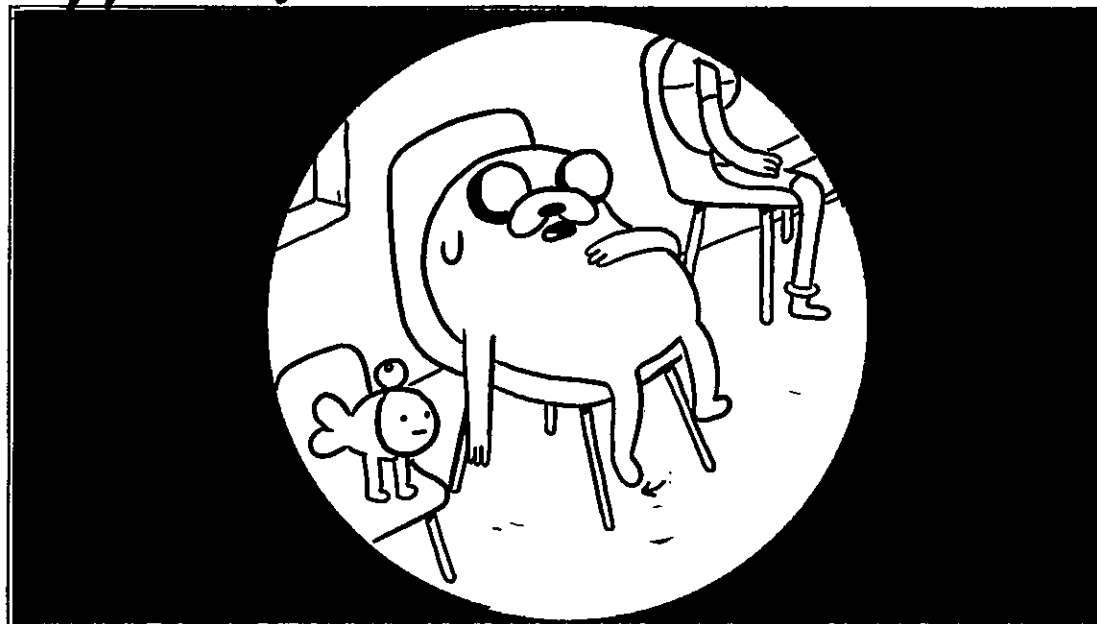


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Sc. 17 CONT Pnl. B Bg. day night



Sc. 17 CONT Pnl. C Bg. day night



J: IT'S NOT REALLY
TIME TRAVEL THOUGH..

J: YOU JUST.. Y'KNOW..
MOVED THEIR STUFF AROUND..

LAZY SWING
® Leg Backed
FORTH



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Timing:

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Production :

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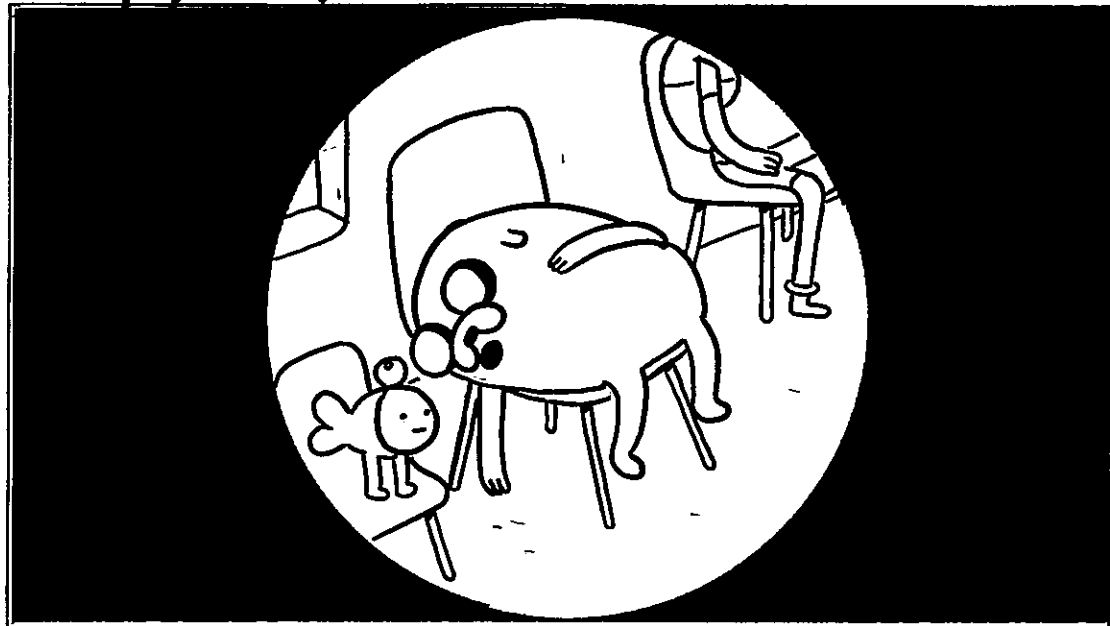
ADVENTURE TIME



Sc. 17 CONT Pnl. D

Bg.

day night

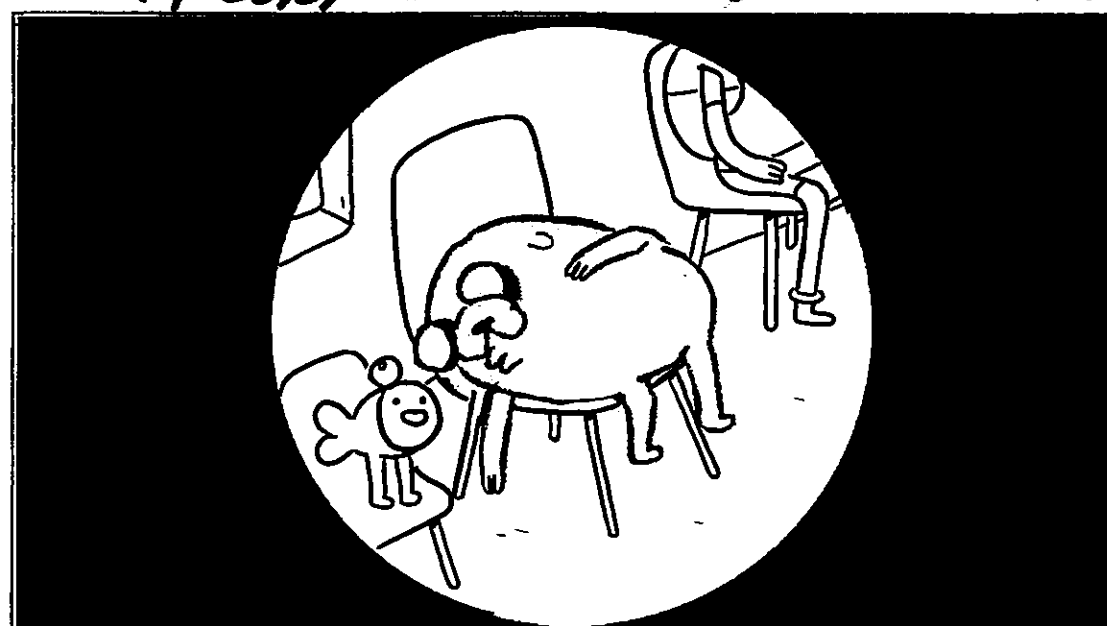


Sc. 17 CONT Pnl. E

Bg.

Page 22

day night



J: DIDNT REALLY MANIPULATE
TIME... ICE KING'S DONE IT BETTER
BEFORE ... @ WITH MAGIC.

ELDER: WELL I ENJOYED YOUR PRESENTATION
VERY MUCH PRINCESS, THANK YOU
FOR INVITING ME.

Timing:



SEP 24 2013

Production:

EPISODE# 1014-160

1014/160

1014/160

cut

ADVENTURE TIME

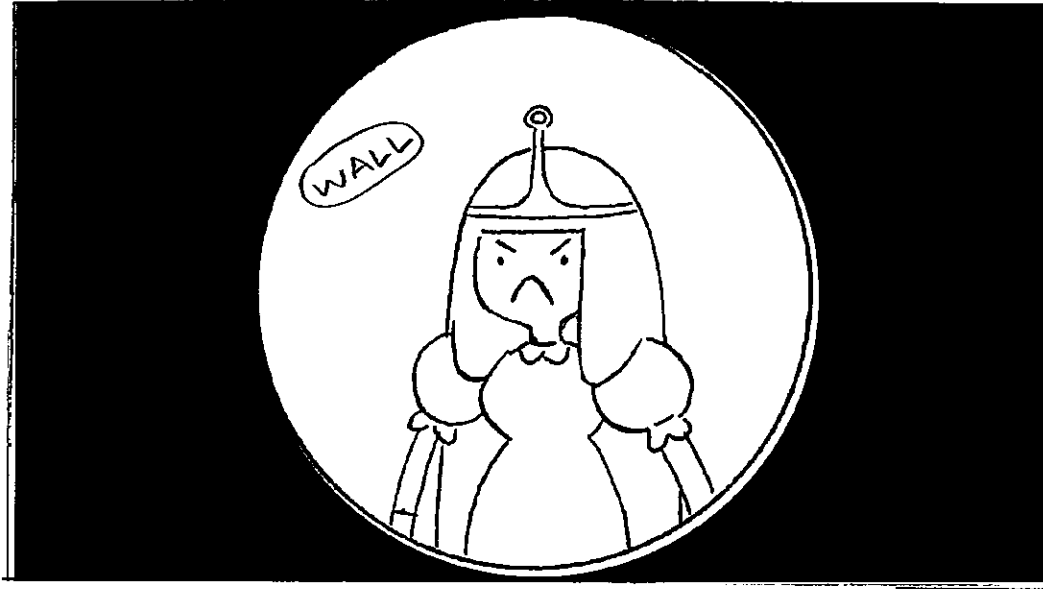


Sc. *18*

Pril. *A*

Bg.

day night



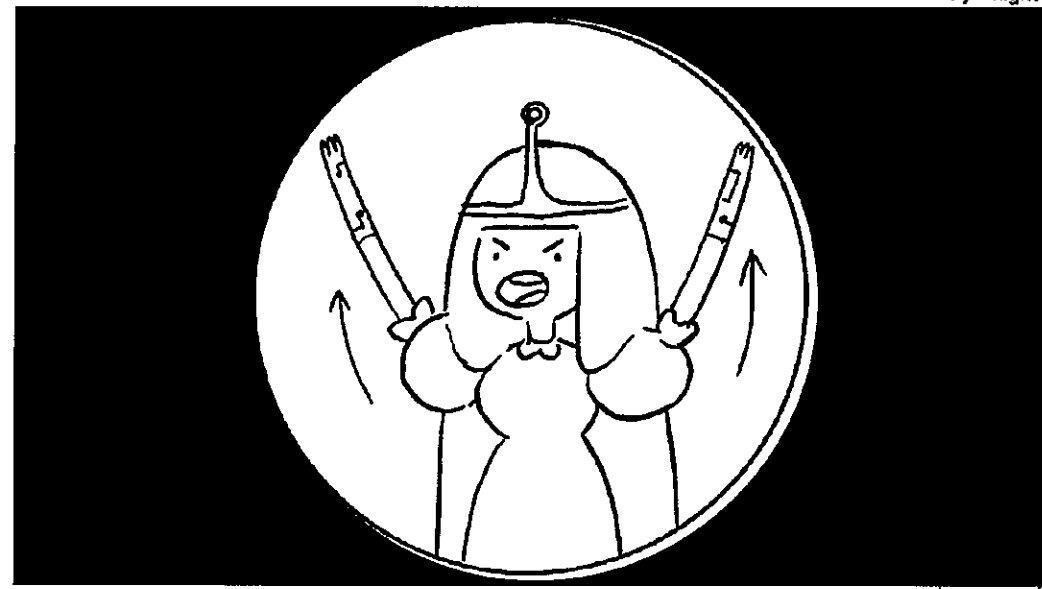
Sc. *18 cont*

Pril. B

Bg.

Page *23*
day night

cut



PB: NO!

- PB THROWS UP ARMS.

EPISODE # 1014-160

1014/160

Production :

SEP 24 2013

1014/160

1014/160

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Timing:

1014/160

Cut

ADVENTURE TIME

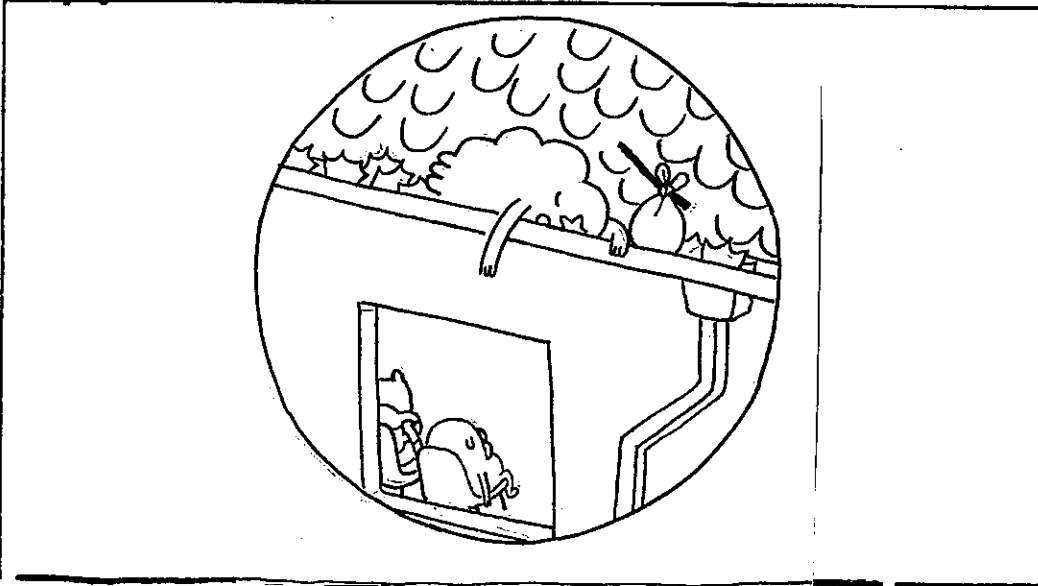


Sc. 19

Pnl. A

Bg.

day night

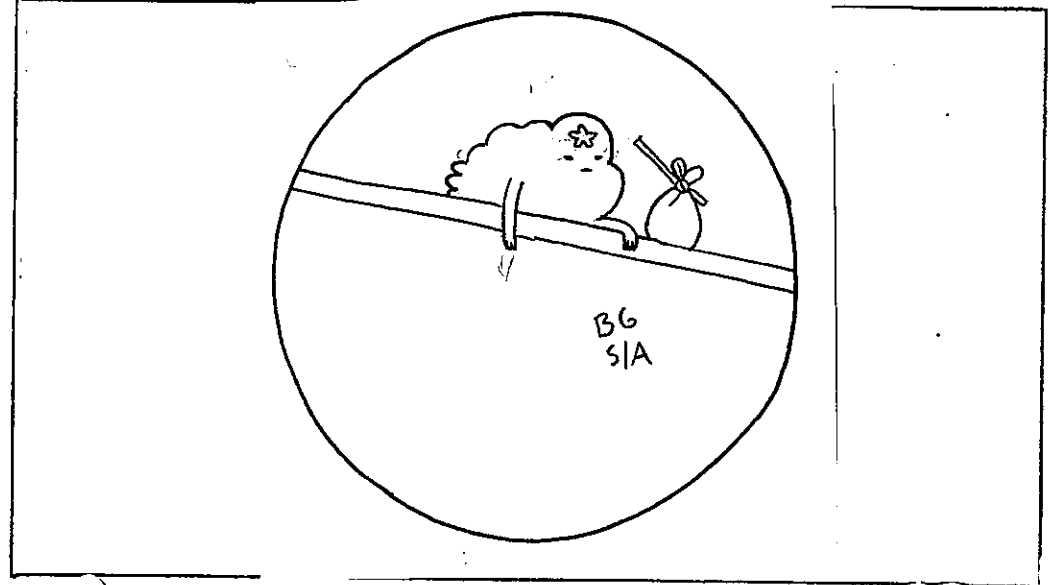


Sc. 19 CONT

Pnl. B

Bg.

Page 24
day night



PB: FOR ALL INTENTS AND PURPOSES, THEY TRAVELLED BACK TO AN EARLIER POINT IN TIME!

-LSP SLEEPS IN GUTTER ABOVE WINDOW.



Timing:

SEP 24 2013

Ho Cut

1014-160

EPISODE #

1014/160

Production :

1014/160

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HO
cut

ADVENTURE TIME



Sc. 20

Prnt. A

Bg.

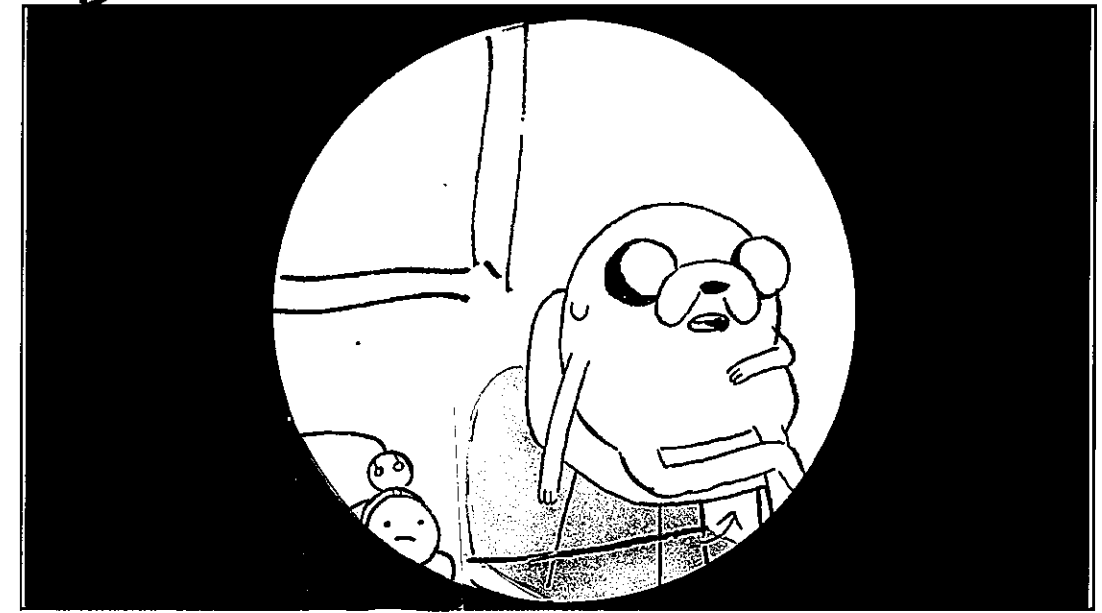
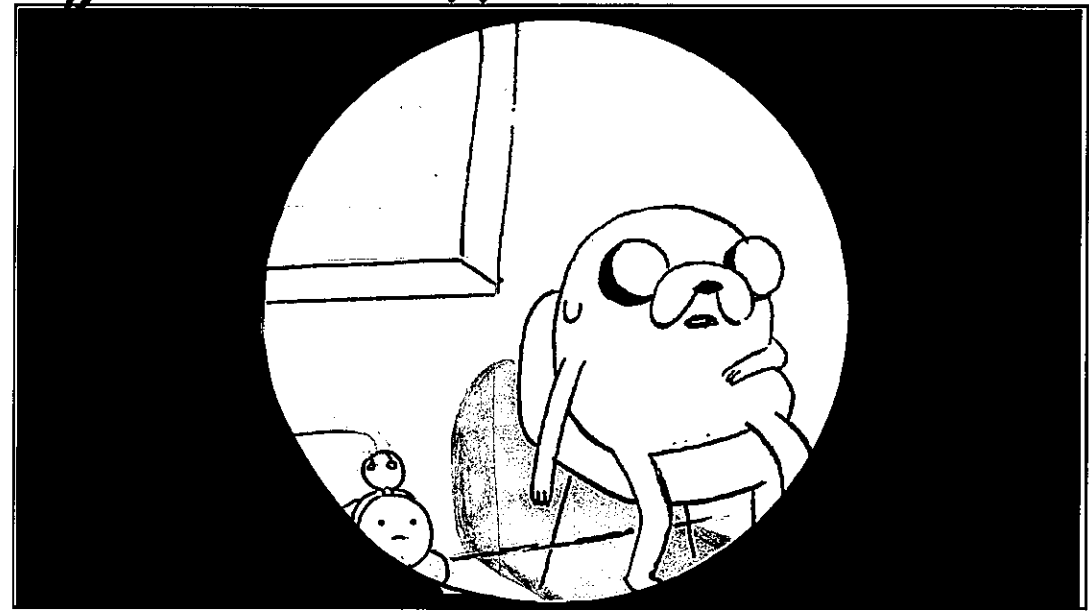
day night

Sc. 20 cont

Prnt. B

Bg.

Page 25
25A NEXT
day night



JAKE: Eh!

JAKE: I guess

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

1014/160

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1014/160

ADVENTURE TIME



Sc. *20 CONT*

Pl. C

Bg.

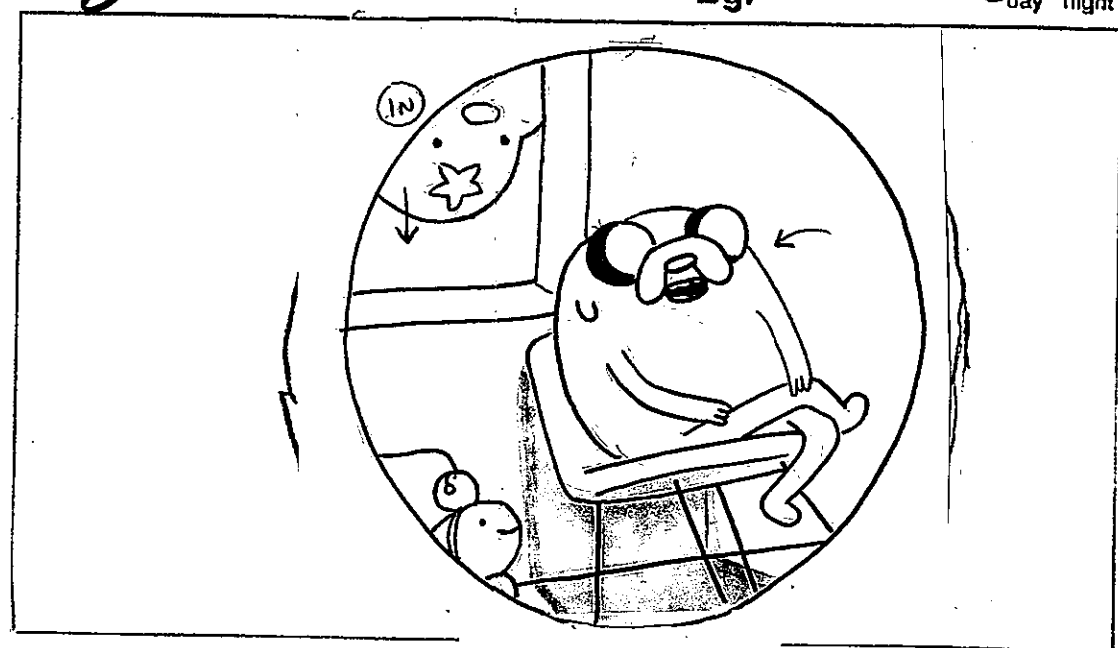
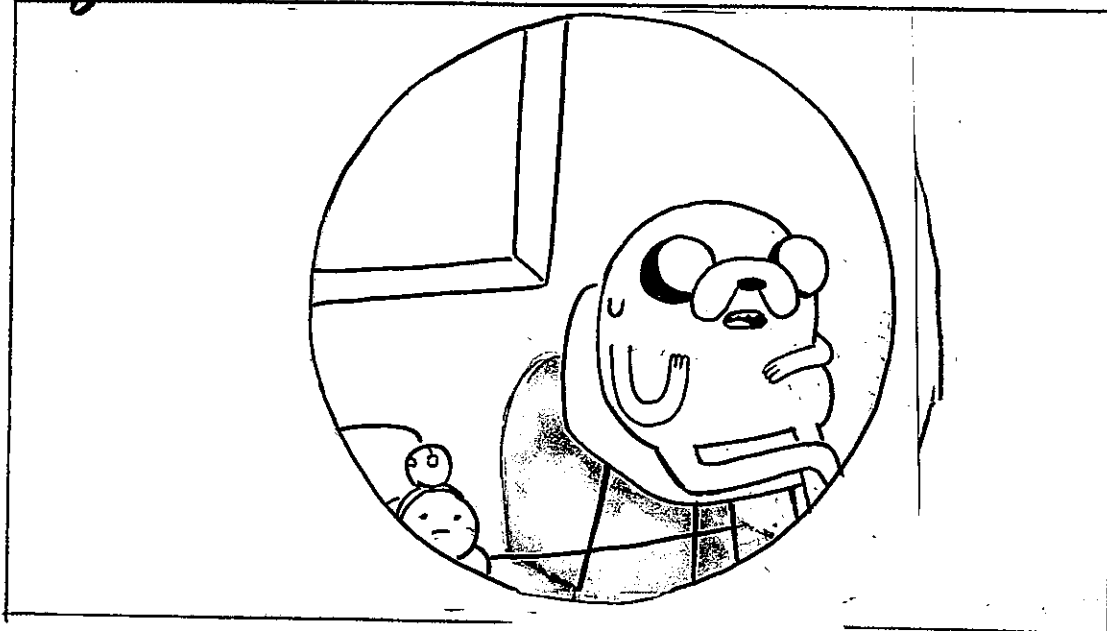
day night

Sc. *20 CONT*

Pl. D

Bg.

Page *25A*
26 NEXT
day night



JAKE: But not really

J: I MEAN... ICE KING DID IT FOR REAL.

- JAKE LEANS BACK
- LSP SLIDES ON/S

Timing:

SEP 24 2013

1014/160

EPISODE # 1014-160

1014/160

Production :

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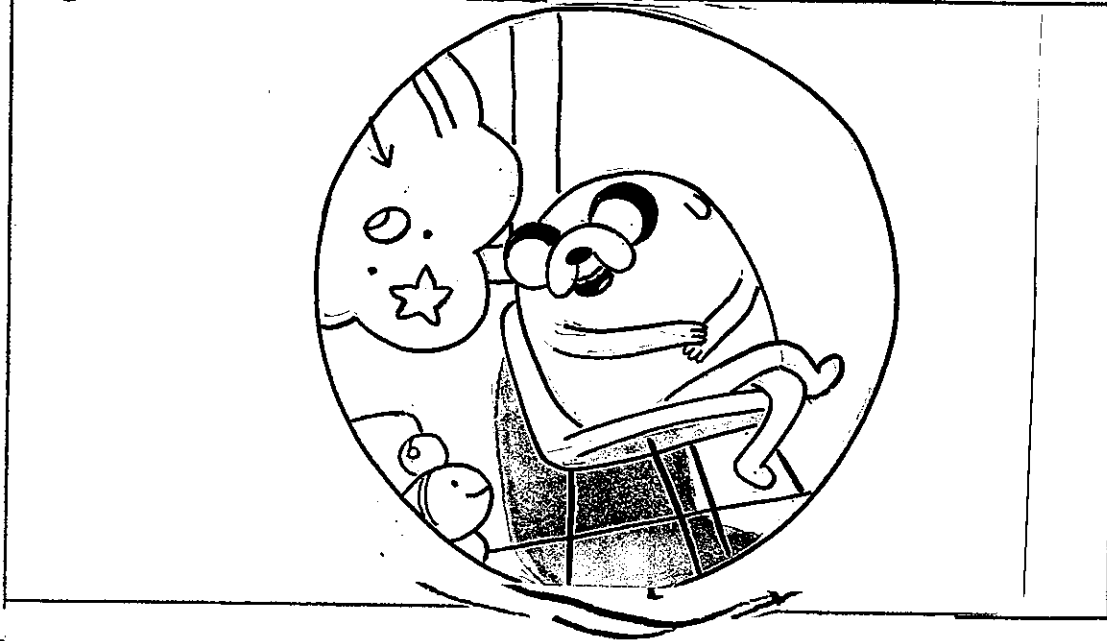
1014/160

Sc. 20 CONT

Prnt. E

Bg.

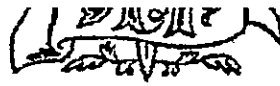
day night



J: GUY PULLED HIS FIANCE
OUT OF TIME.

FROM A THOUSAND YEARS
AGO USING MAGIC!

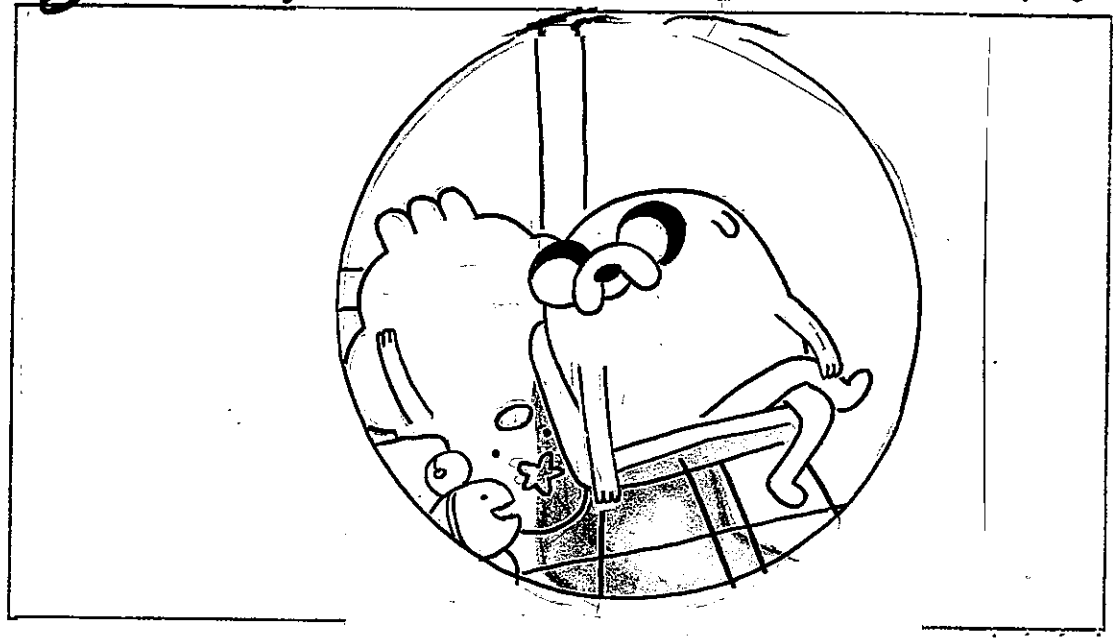
Timing:



Sc. 20 CONT

Prnt. F

Bg.



Elder/ Hey, time, where's my fiance, amirite?

Page 26
26A NEXT

1014-160

EPISODE #

1014/160

SEP 24 2013

1014/160

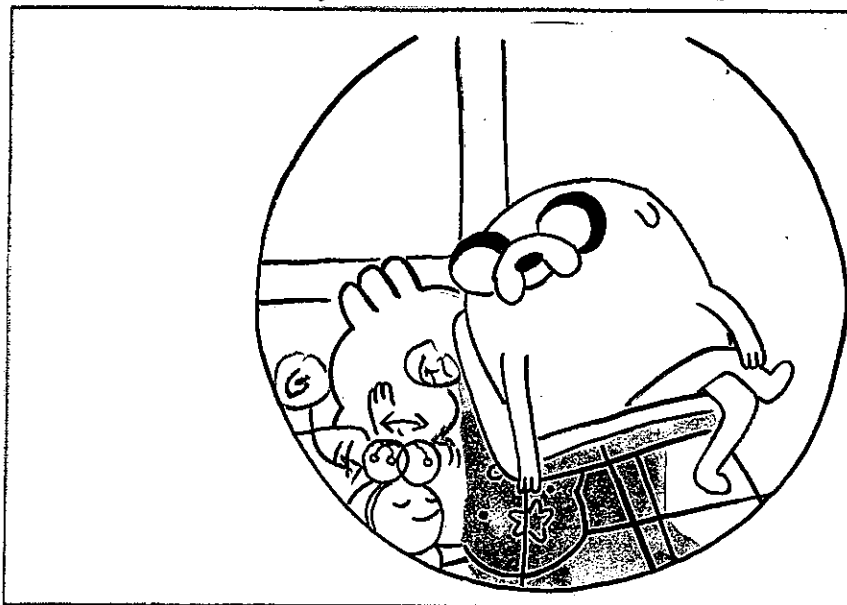
ADVENTURE TIME



Sc. 20 *cont* Pnl. 6

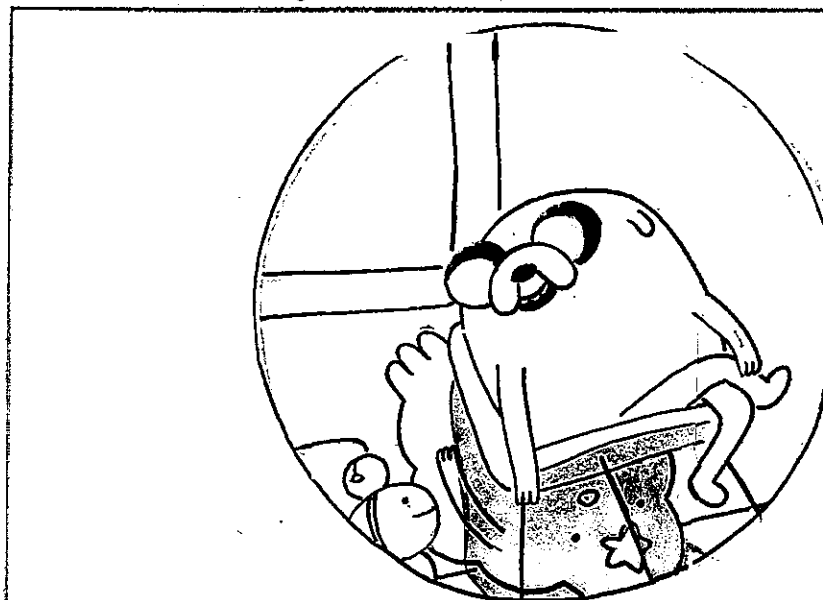
Bg.

day night



Sc. 20 *cont* Pnl. H

Bg.



Page 26A
27 NEXT
day night

Dialog:

-SFX: * JINGLING *

JAKE: HAHA ...
YEAH.

Action:

-ELDER JINGLES BELL

Timing:

SEP 24 2013

Production :

EPISODE #

1014-160

1014/160

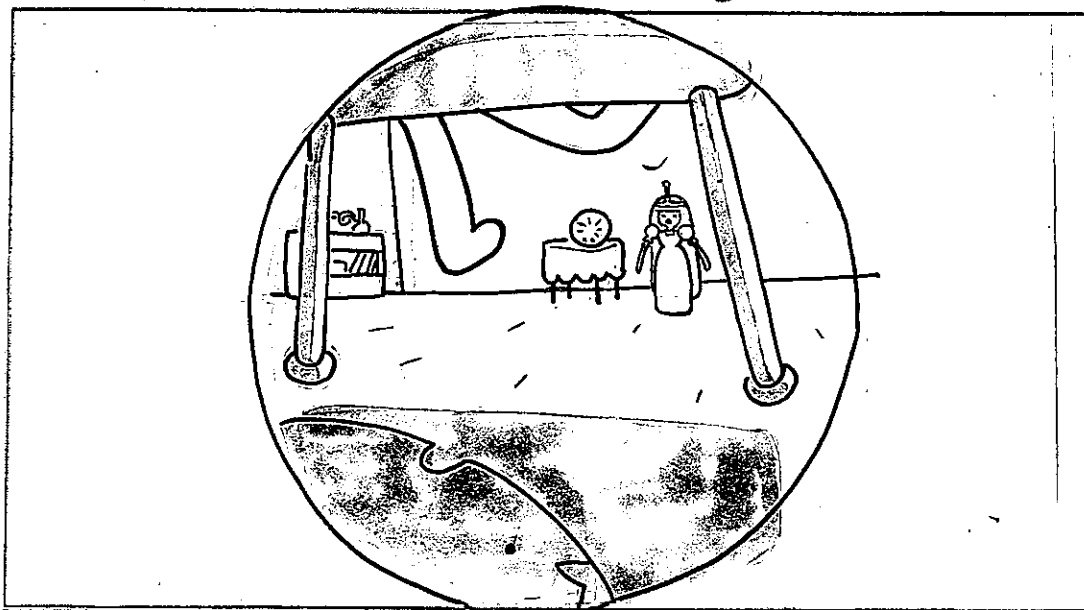
1014/160

ADVENTURE TIME

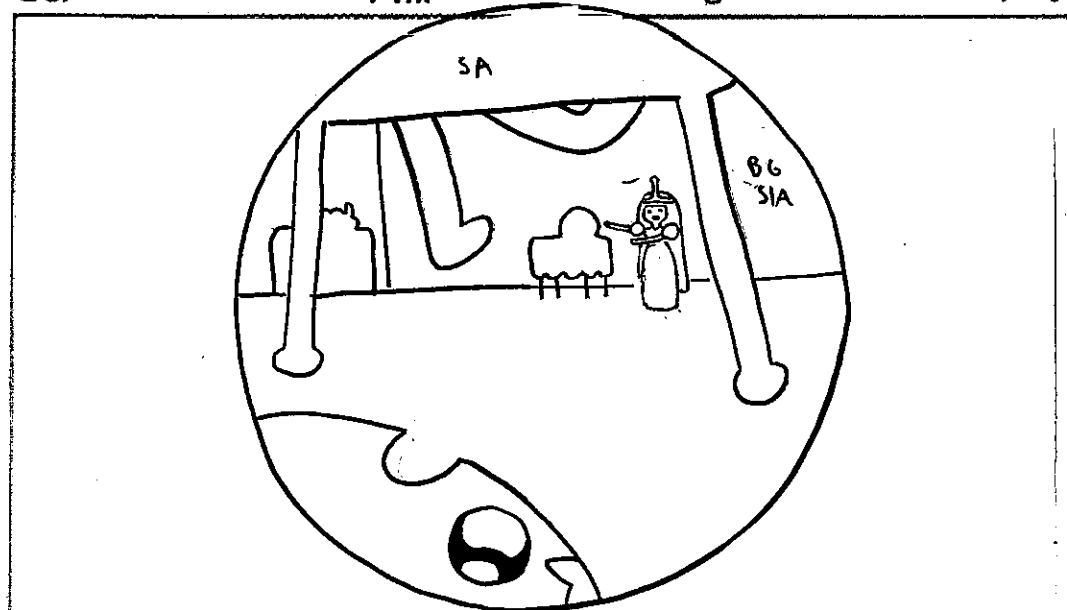


Page 27

Sc. 21 Pnl. A Bg. day night



Sc. 21 CONT Pnl. B Bg. day night

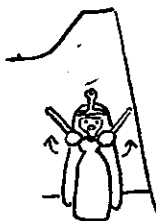


Dialog:

PB: JAKE, DON'T DENY MY SCIENCE...

PB: THIS IS A TIME TRAVEL MACHINE!

Action:



(A)

Timing:

- LSP'S EYES SPARKLE ON "TIME TRAVEL MACHINE!"

(B)



SEP 24 2013

Production :

EPISODE # 1014-160
1014/160

1014/160

1014/160

Ho Cut

Ho Cut

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HW
Curt

ADVENTURE TIME



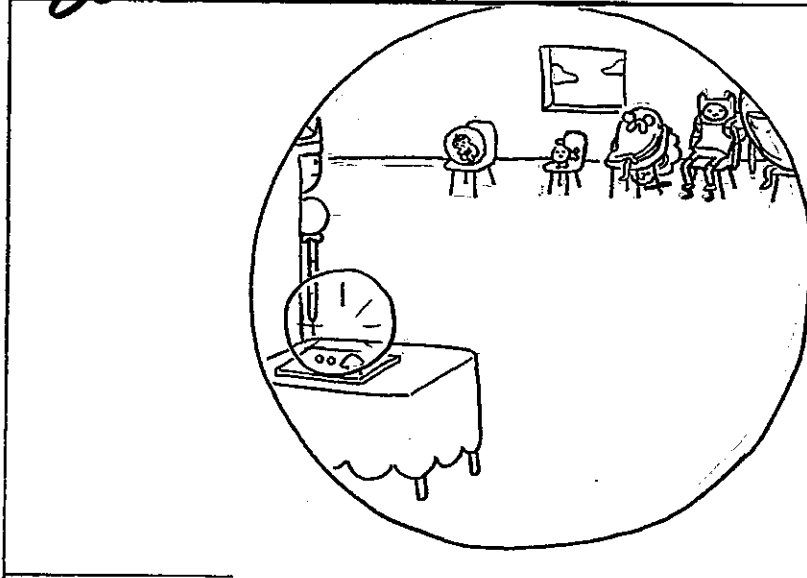
Page **28**

Sc. **22**

Pnl. **A**

Bg.

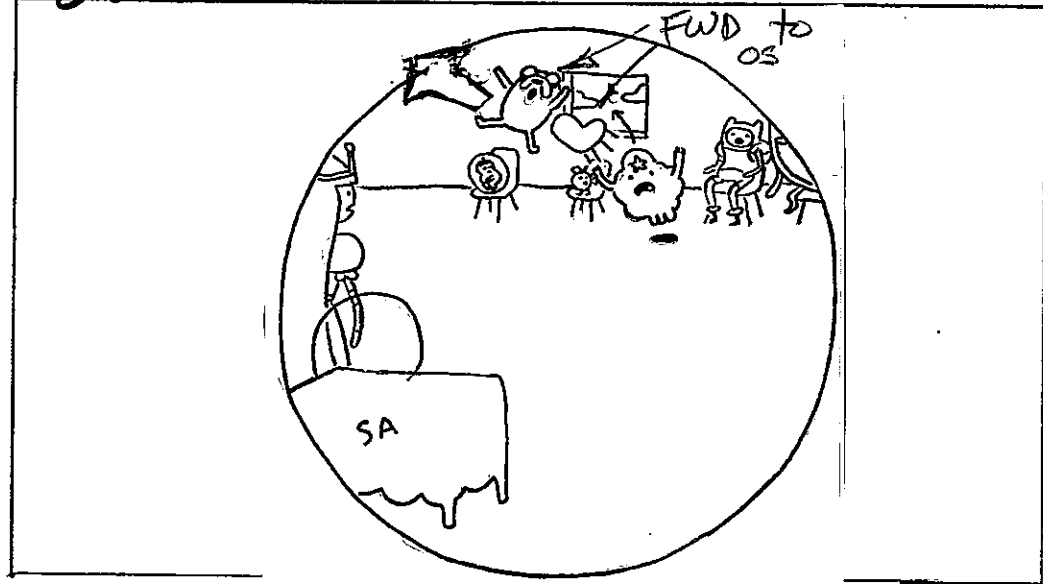
day night



Sc. **22 cont** Pnl. **B**

Bg.

day night



CSP: EUH!

- LSP BURSTS OUT FROM BENEATH CHAIR.
- JAKE FLIES OFF/S

Timing:

SEP 24 2013

EPISODE # **1014-160**

1014/160

Production :

1014/160

1014/160

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1014/160

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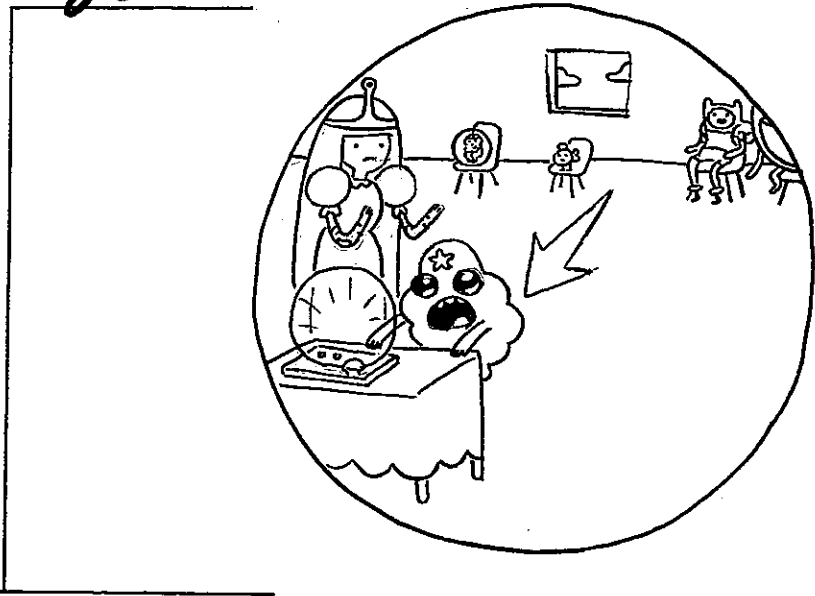
ADVENTURE TIME



Sc. *22 cont* Pnl. *C*

Bd.

day night



*LSP: TAKE ME BACK TO
WHEN MY EX-BOYFRIEND
BRAD LOVED ME!!!*

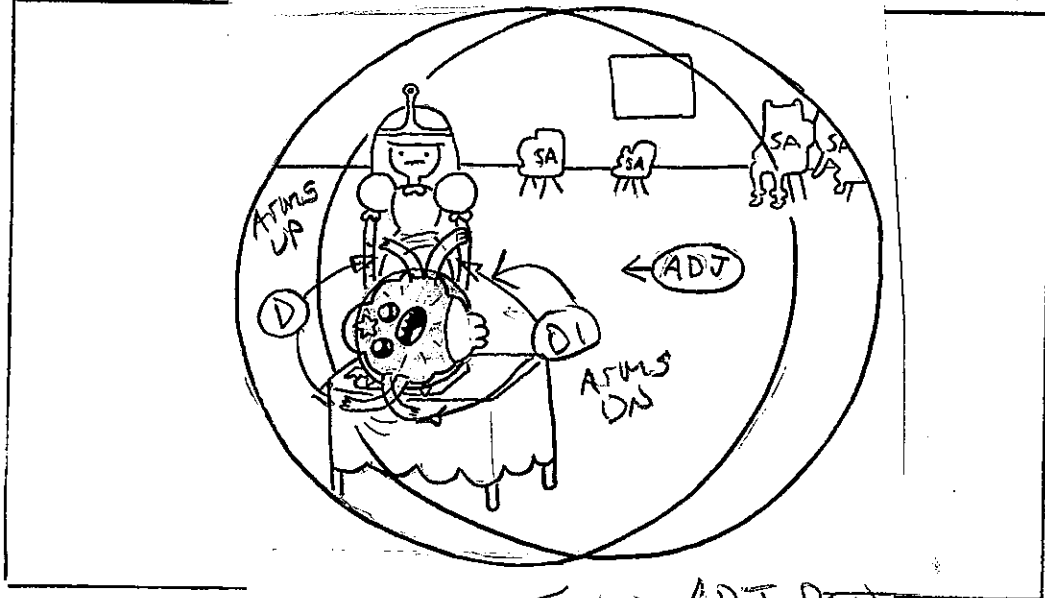
- LSP QUICKLY RUSHES FORWARD

Timing:

Sc. *22 cont* Pnl. *D*

Bg.

day night



*LSP: eh! eh!
ruh!*

- LSP STUFFS HER BODY INTO SPHERE

Page *29*

*Hu
Cot*

1014-160

EPISODE #

1014/160

Production :

SEP 24 2013

1014/160

1014/160

Ho
Cut

ADVENTURE TIME



Cut

Page 30

Sc. 23

Pnl. A

Bg.

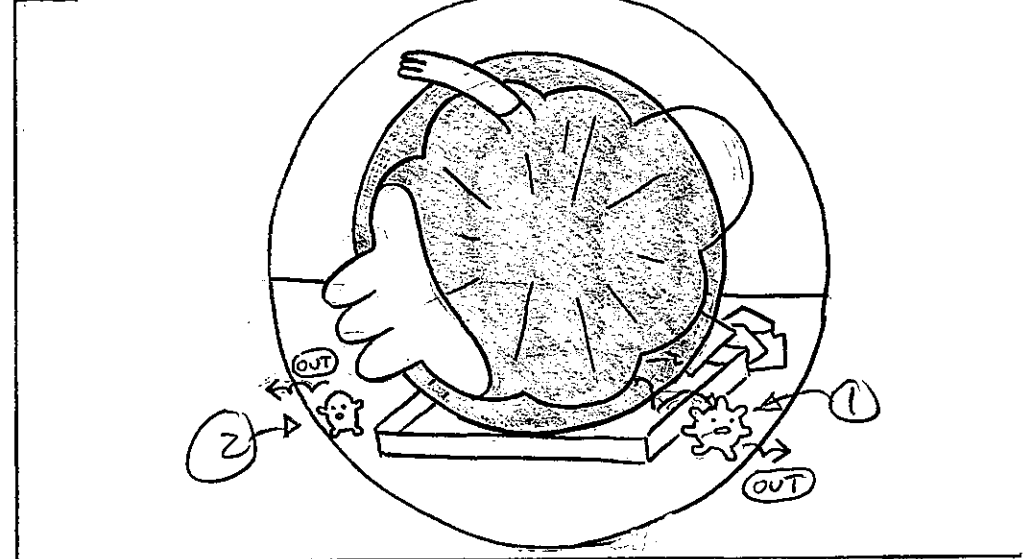
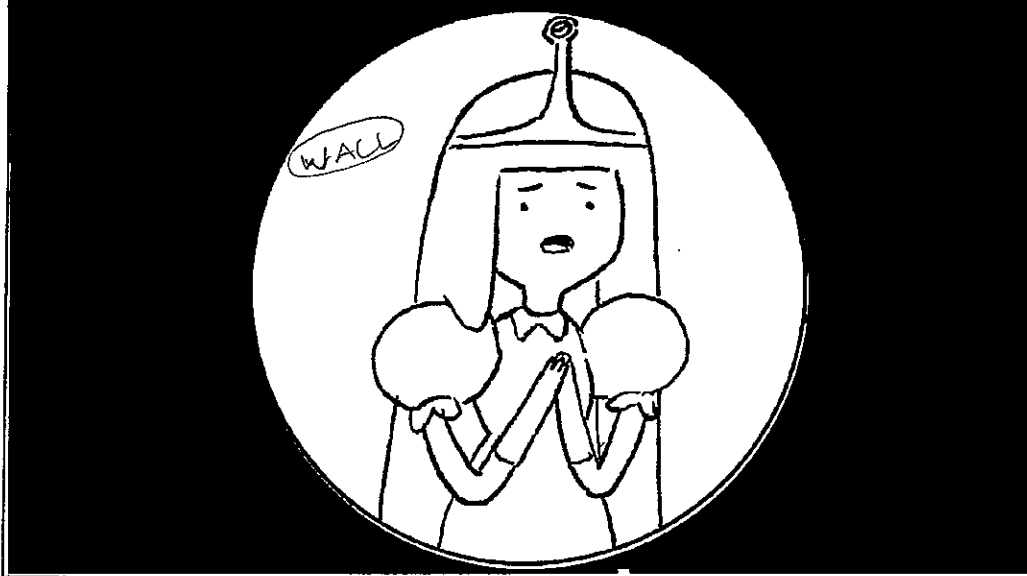
day night

Sc. 24

Pnl. A

Bg.

day night



Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

1014/160

ADVENTURE TIME



Sc. **24 CONT** Pnl. **B**

Bg.

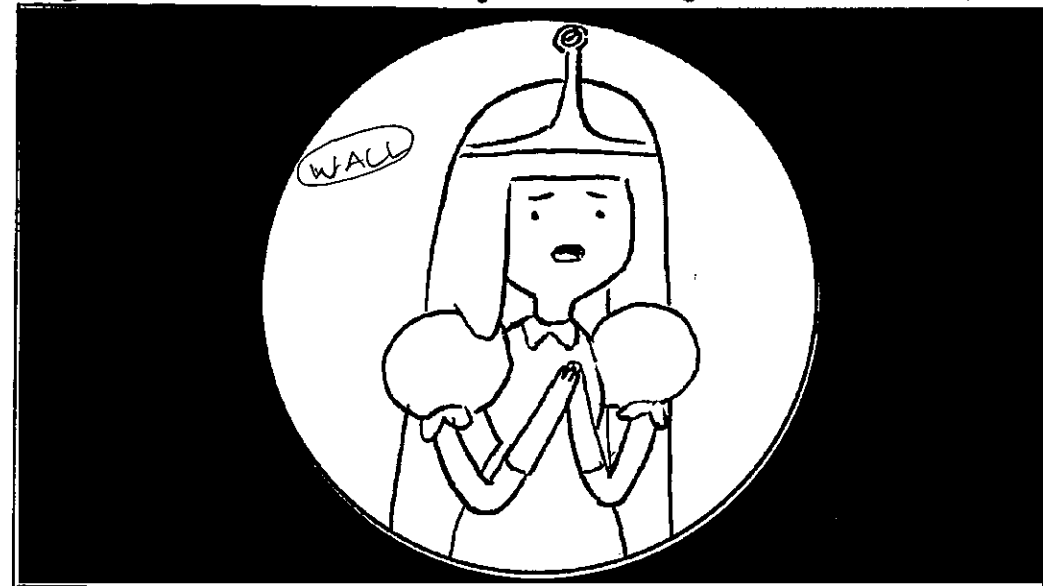
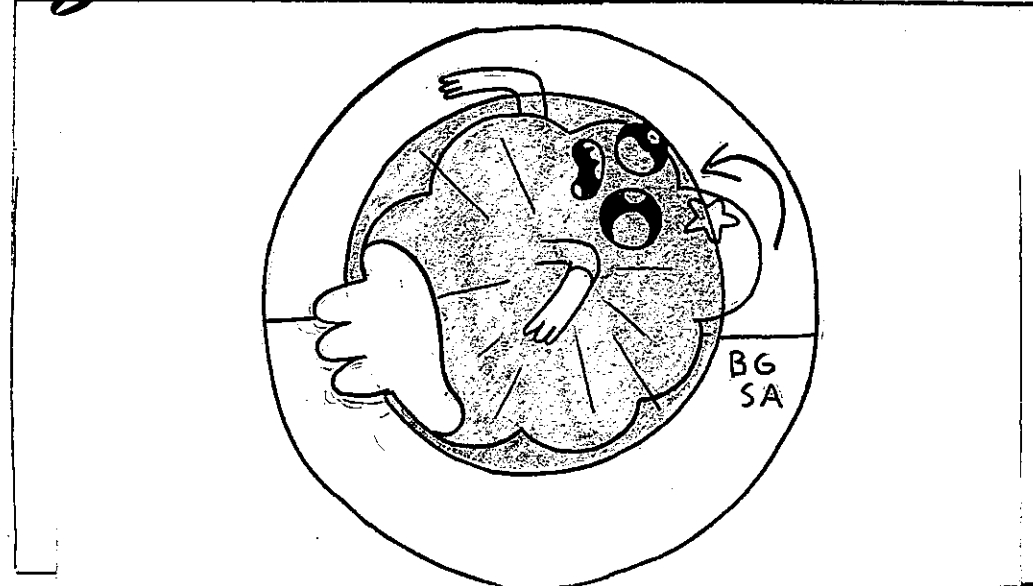
day night

Sc. **25**

Pnl. **A**

Bg.

Page **31**
31A NEXT
day night



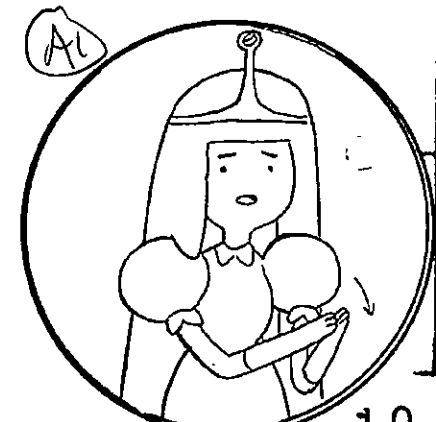
LSP : WHA-

-LSP turns over

PB : LSP. THAT'S NOT HOW IT WORKS

Timing:

PB (CONT): IT CAN ONLY REARRANGE
YOUR MOLECULES---



EPISODE # 1014-160

SEP 24 2013

Production :

1014/160

1014/160

1014/160

ADVENTURE TIME



Sc. 25 *CONT*

Pnl. B

Bg.

day night

Sc. 25 *CONT*

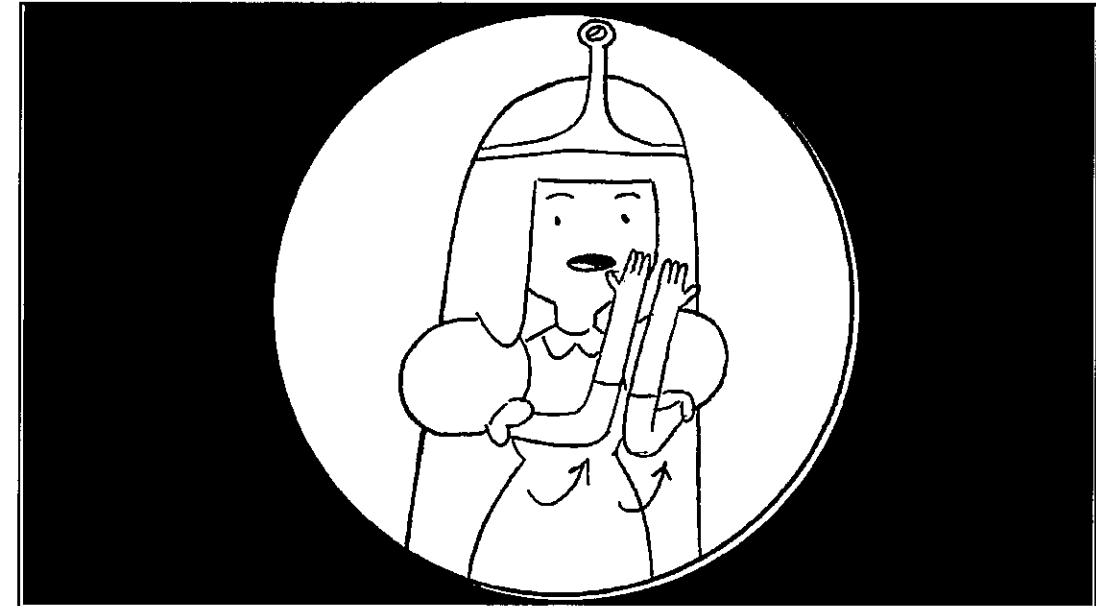
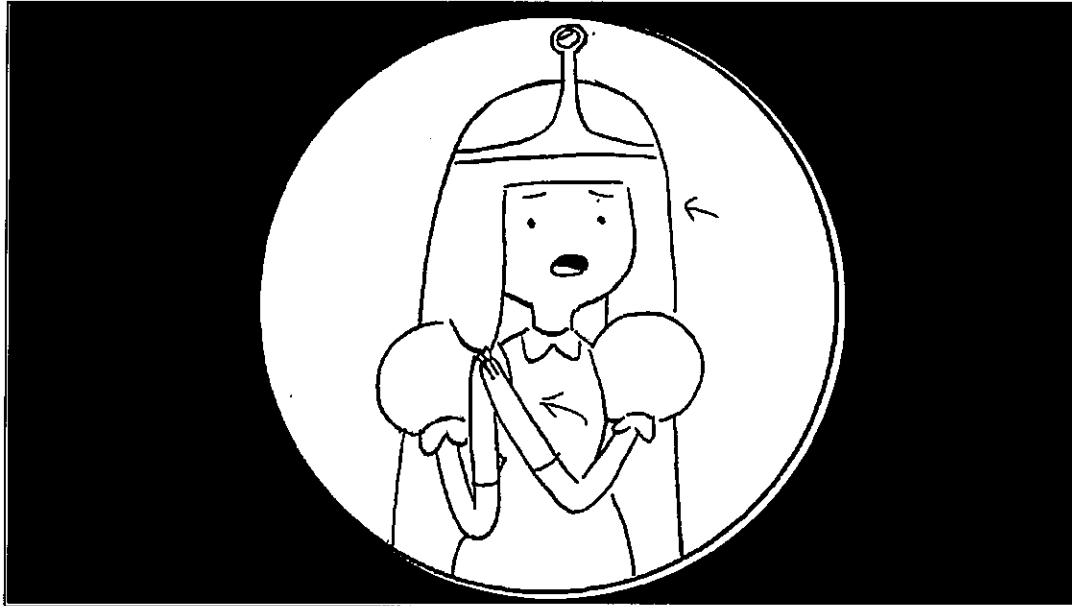
Pnl. C

Bg.

Page 31A

32 NEXT
day night

Cut



Dialog:

PB: INTO A PREVIOUSLY LOGGED FORMATION...

PB: AND YOU NEED THESE GLOVES

Action:

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

1014/160

1014/160

Cut

ADVENTURE TIME



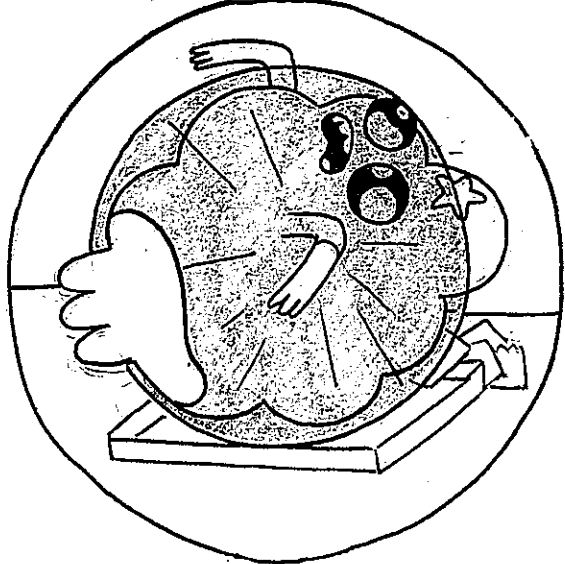
Cut

32 Cut

Sc. 26

Pnl. A

day night

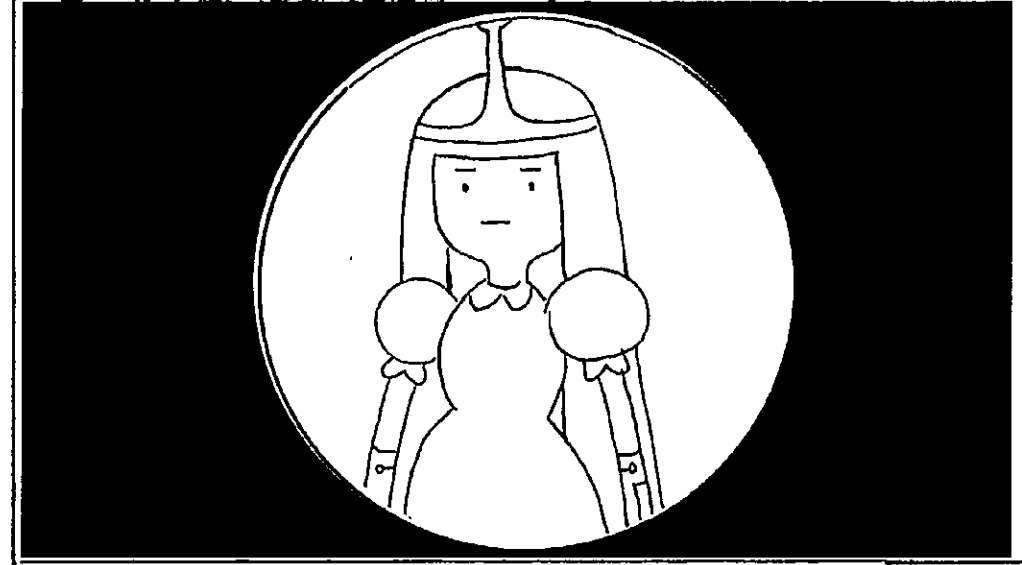


Sc. 27

Pnl. A

Bg.

day night



CSP: GIVETH ME.

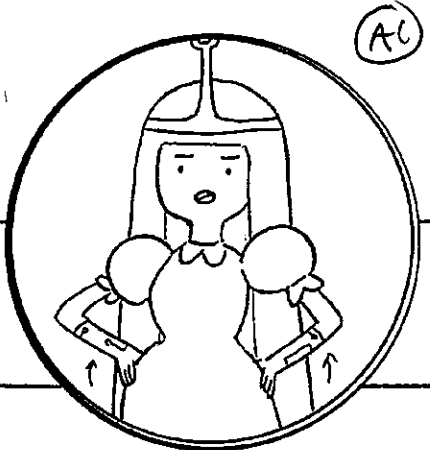
PB: NO.

Timing:



(AI)

-PB places hands on hips



SEP 24 2013

Production :

EPISODE # 1014-160

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1014/160

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ADVENTURE TIME



Page **33**

Cut

Sc. **28**

Pnl. **A**

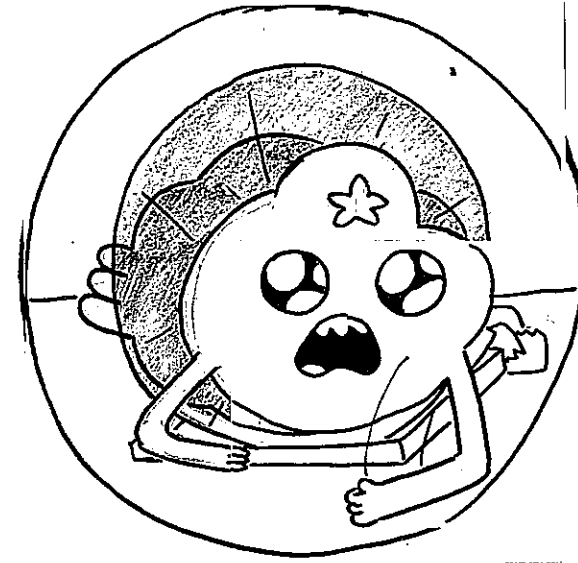
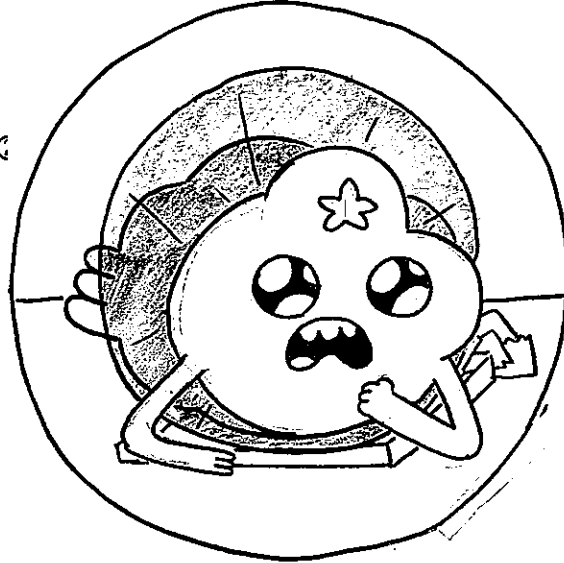
Bg.

day night

Sc. **28 CONT** Pnl. **B**

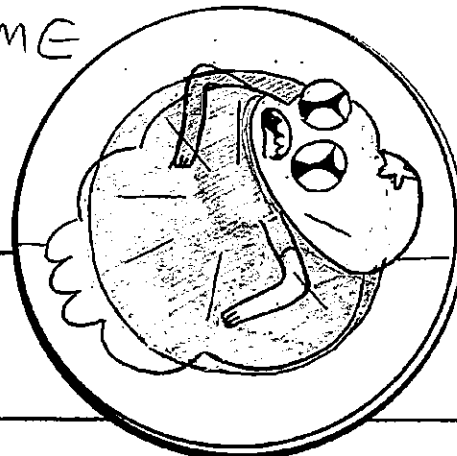
Bg.

day night



LSP: YOU WITCH
GIVE THEM TO ME

(A)



LSP: NOW!!

-LSP HITS TABLE

Timing:

SEP 24 2013

Production :

1014-160

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1014/160

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Cut

1014/160

Cut

ADVENTURE TIME



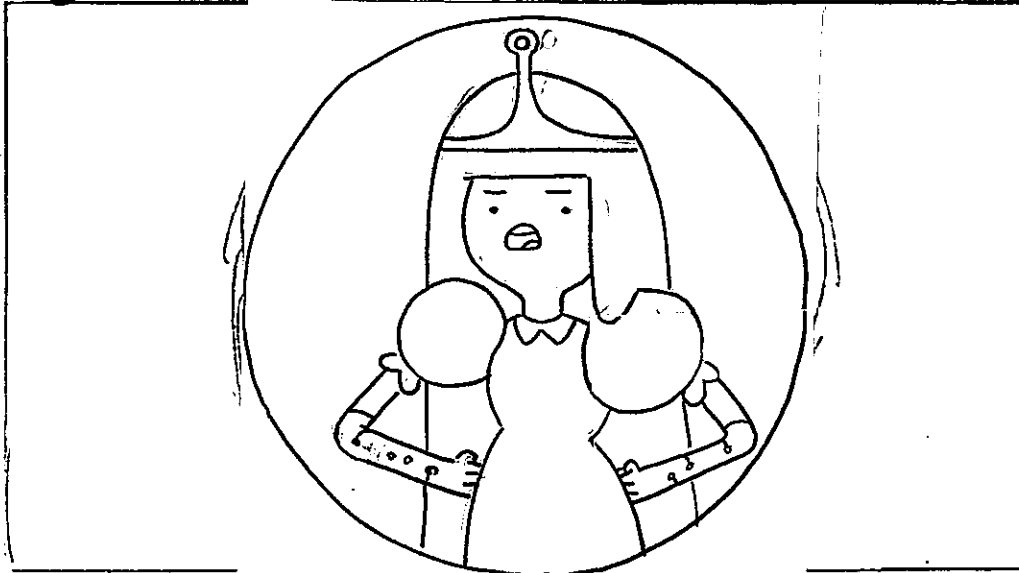
Page **34**

Sc. **29**

Pnl. **A**

Bg.

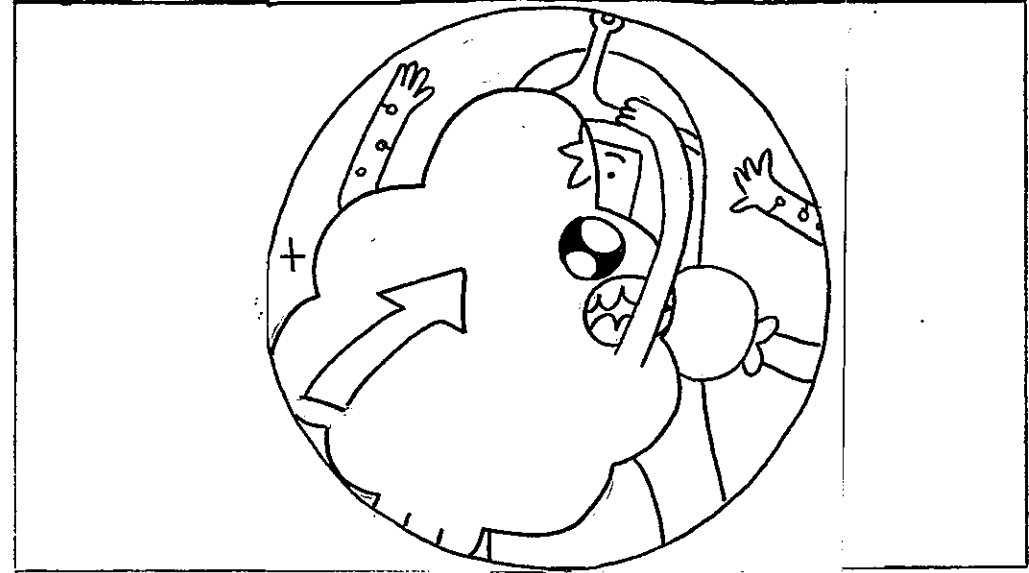
day night



Sc. **29 CONT** Pnl. **B**

Bg.

day night



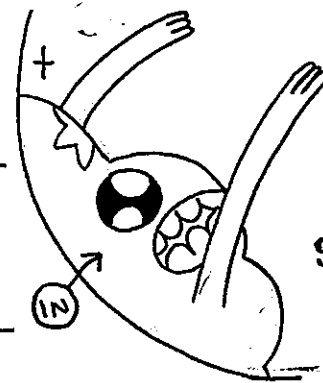
PB: NO, I'M SORRY,
BUT YOU NEED TO
PULL YOURSELF—

LSP: YOU SKUNK!!!

— LSP LEAPS AT PB.

Timing:

(B1)



SEP 24 2010

Production :

EPISODE #

1014-160

1014/160

1014/160

1014/160

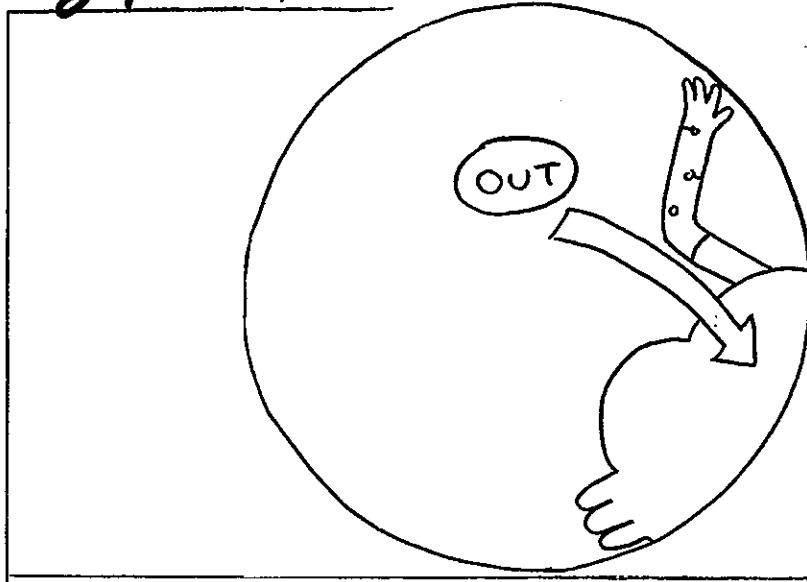
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ADVENTURE TIME



Sc. **29 CONT** Pnl. **C**

Bg.



day night

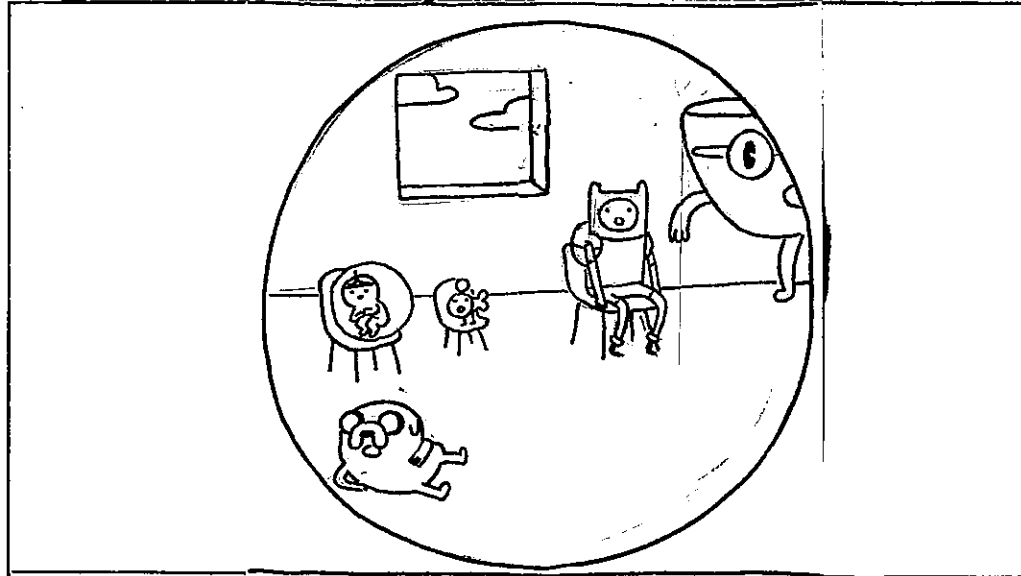
Sc. **30**

Pnl. **A**

Bg.

Page **35**

day night

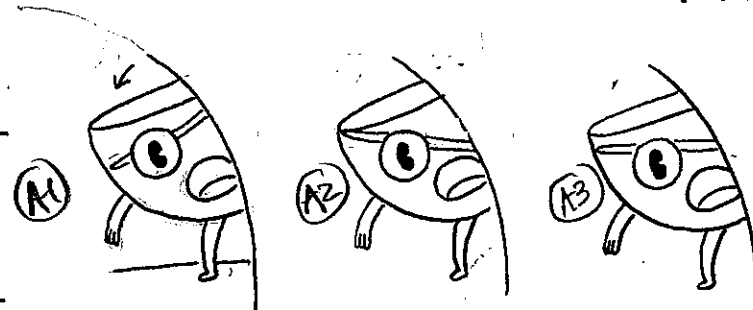


CSP: YOU SKUNK!
YOU SKUNK!

~ LSP TACKLES PB OFF/S.

PB: (O/S) AHH!! LSP YOU SKUNK!

(EVERYONE STARES)



- PUNCH LEANS IN, LIQUID SETTLES.

SEP 24 2013

Production :

1014/160

EPISODE # 1014-160

1014/160

Cut

ADVENTURE TIME



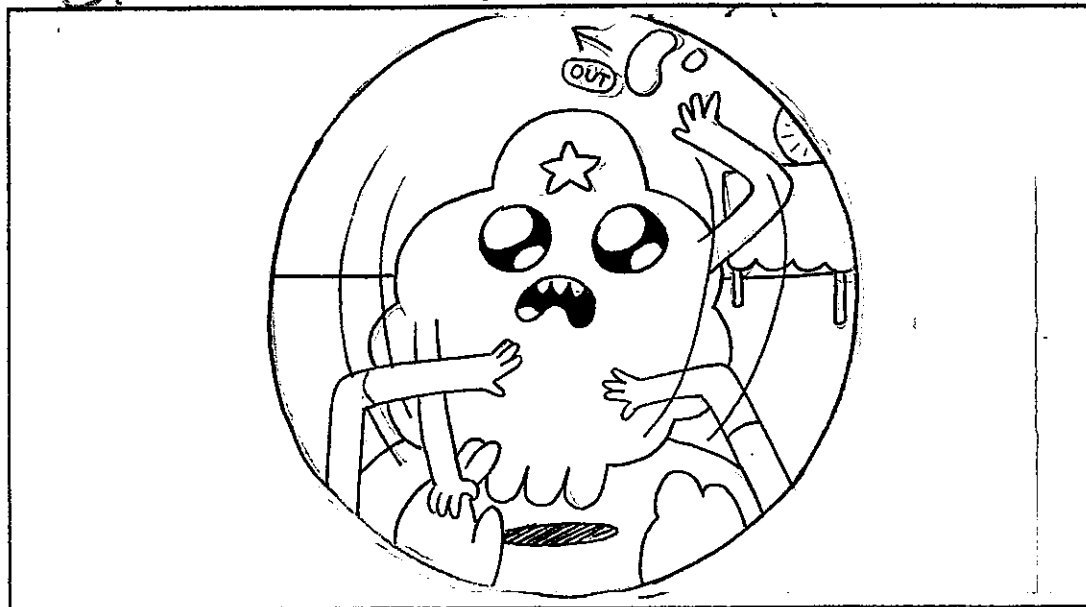
Page **36**

Sc. **31**

Pnl. **A**

Bg.

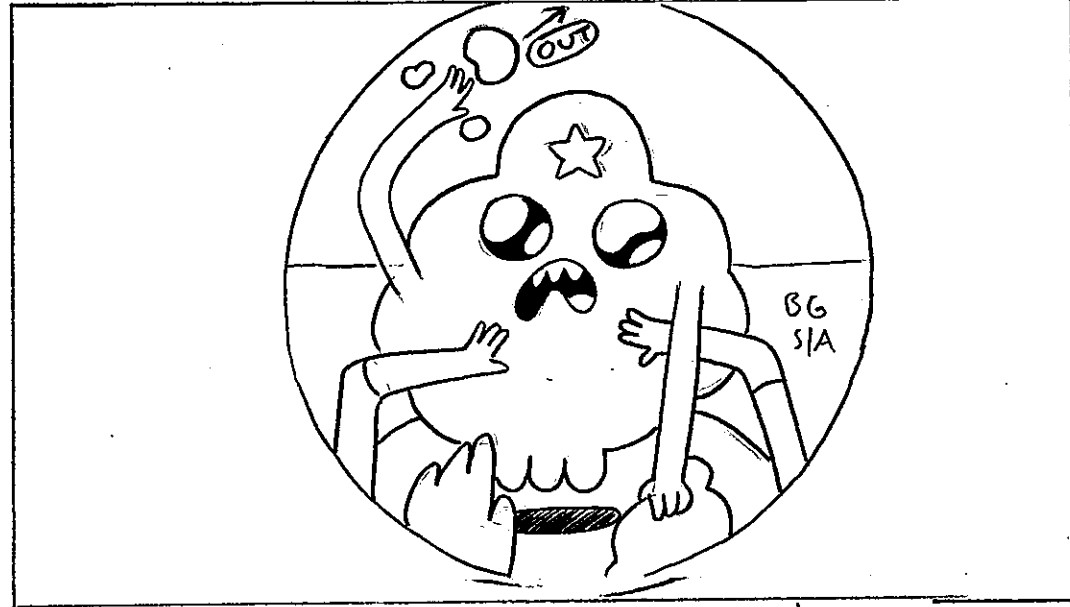
day night



Sc. **31 cont** Pnl. **B**

Bg.

day night



Dial

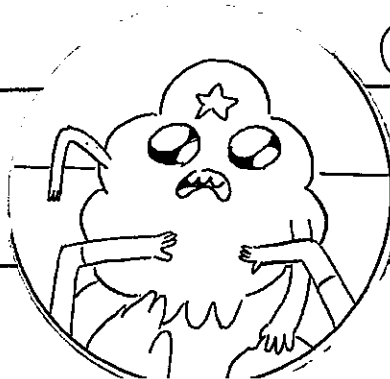
LSP: YOU PRETTY SKUNK!

SFX: *SHRIP-SHRPP-SHRP!*

Act

-LSP RIPPING OUT GUM HAIR.

Timing:



(AL)

s.p.

Cycle A + B

LSP: YOU DON'T
KNOW HEARTACHE WITH
THE WHOLE CANDY KINGDOM
IN LOVE WITH YOUR PRETTY
BUBBLEGUM BUNS!!

SEP 24 2013

Production :

EPISODE #

1014-160

1014/160

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1014/160

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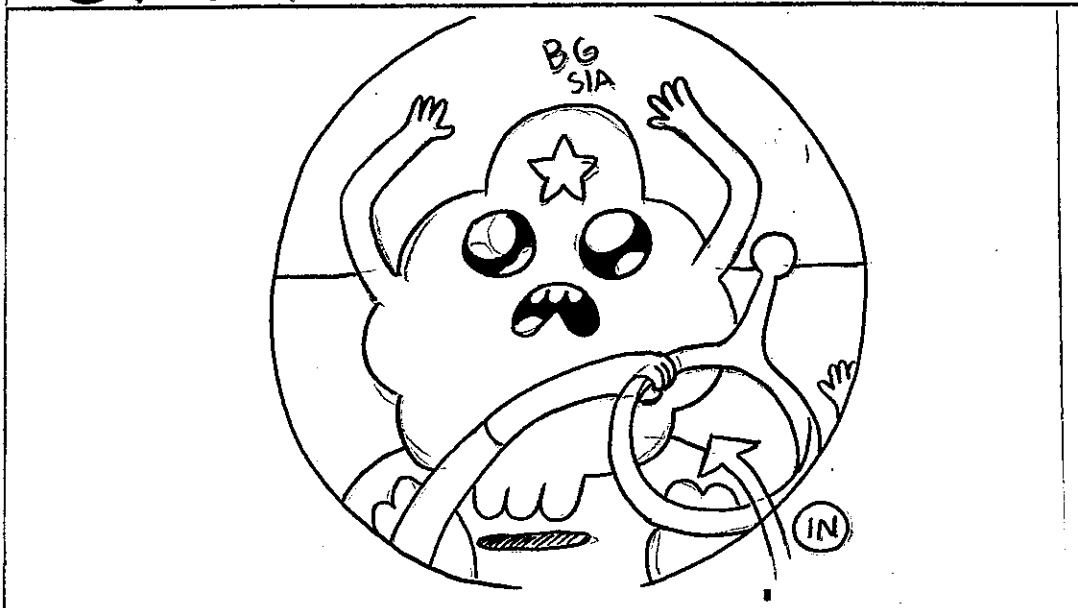
ADVENTURE TIME



Sc. 31 CONT Pnl. C

Bg.

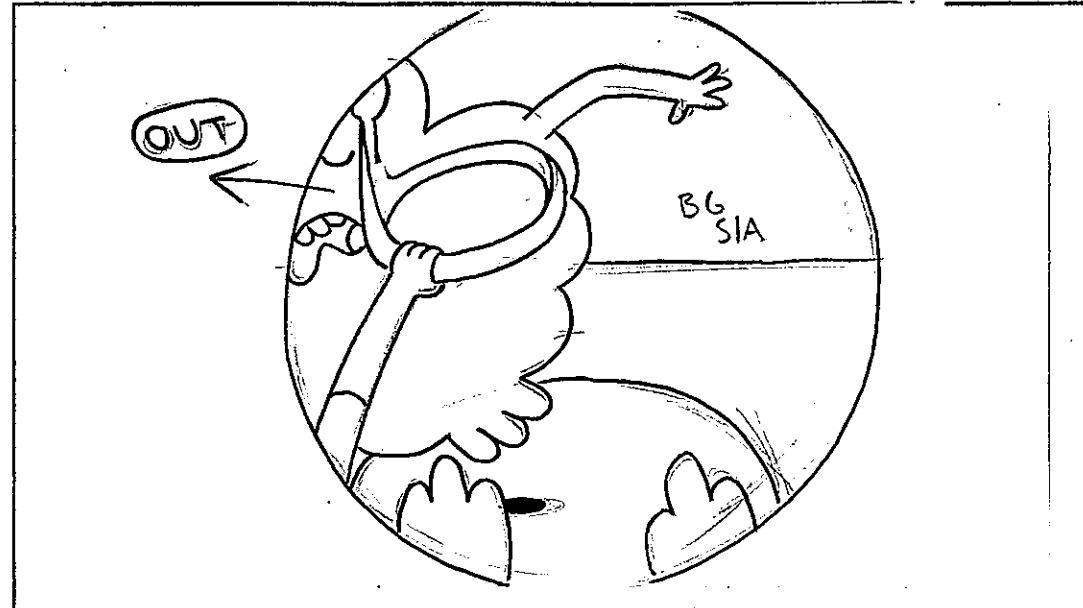
day night



Sc. 31 CONT Pnl. D

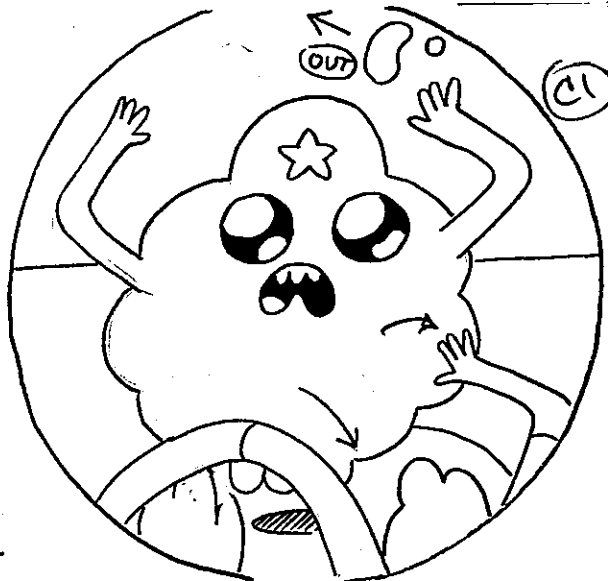
Bg.

day night



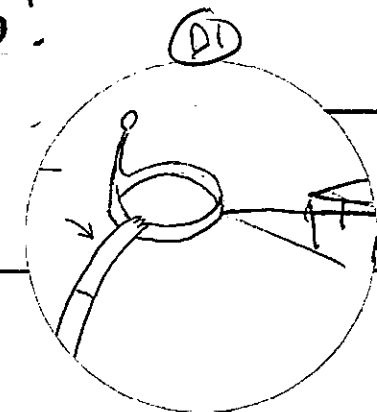
- 1 PB GRABS HER CROWN FROM OS.
- 2 SWINGS CROWN BACK IN.

Timing:



SFX: *KLANG!*

- PB HITS LSP W/ CROWN.
- LSP IS KNOCKED OFF S.



SEP 24 2013

Production :

Page 37 *cut*

EPISODE # 1014-160

1014/160

1014/160

Cut

ADVENTURE TIME



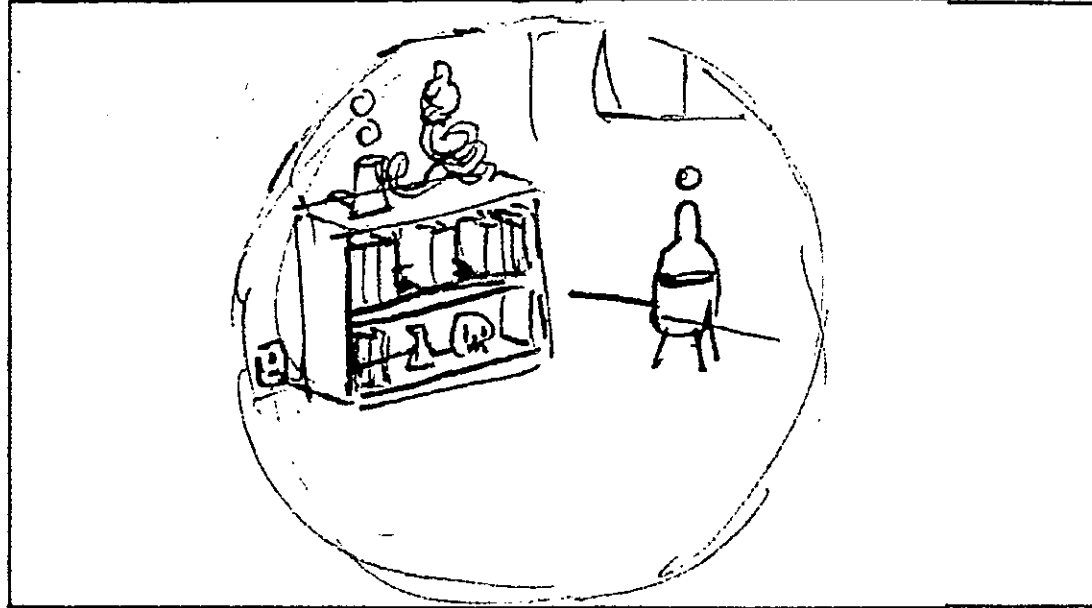
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Sc. **32**

Pnl. **A**

Bg.

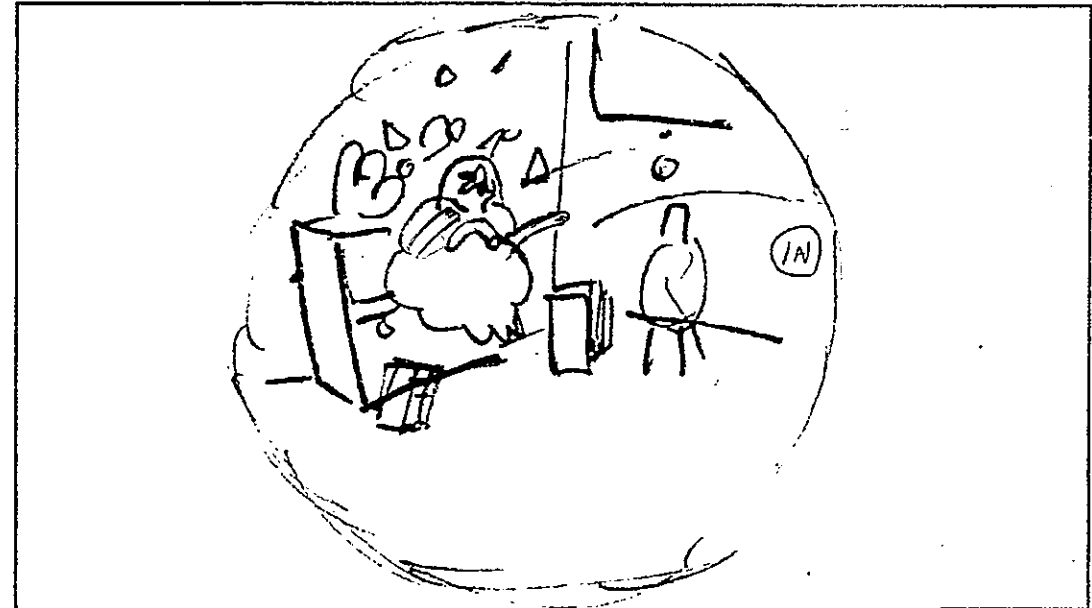
day night



Sc. **32 CONT** Pnl. **B**

Bg.

day night

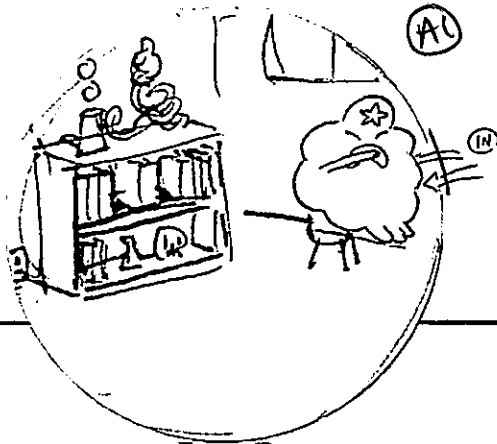


Page **38**

1014-160

EPISODE #

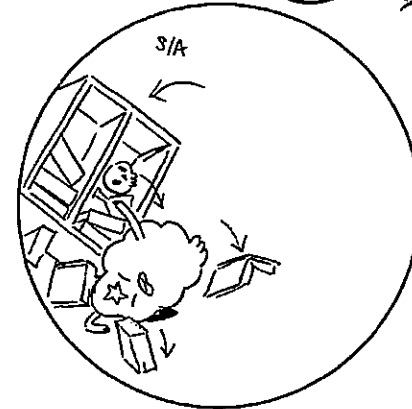
1014/160



-LSP FLIES ON/S
AND HITS BOOKCASE

LSP: GLOB!!

SFX: * CRASH! *



SEP 24 2013

Production :

1014/160

Timing:

ADVENTURE TIME



Page **39**

Sc. **32 CONT** Pnl. **C**

Bg.

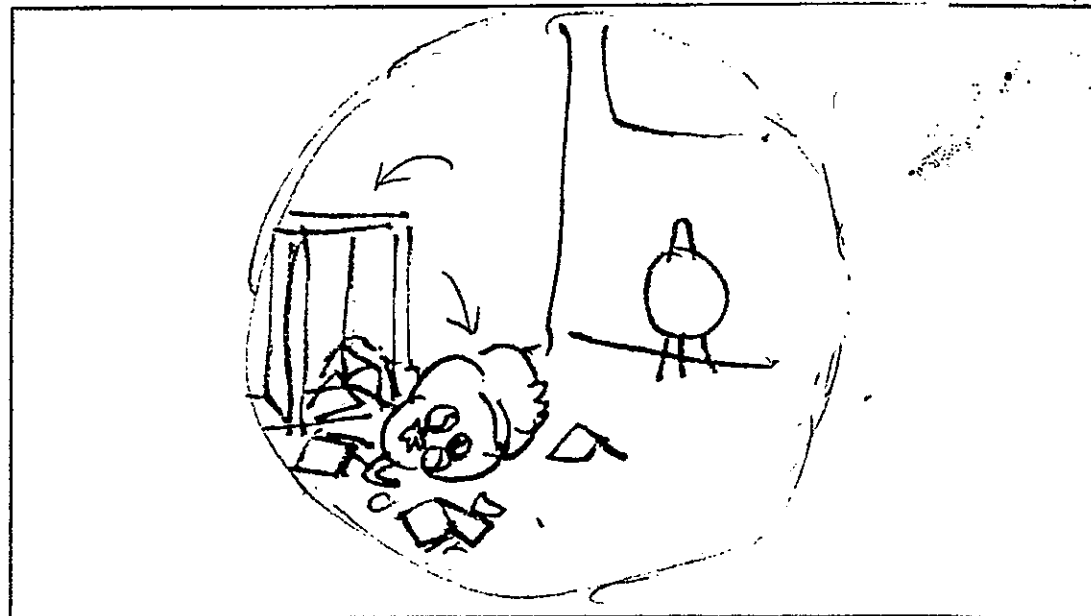
day night

Sc. **33**

Pnl. **A**

Bg.

day night



LSP: (heavy breath)

- BOOK CASE FALLS OVER
- LSP FALLS TO GROUND PANTING



PB: (HEAVY BREATHING)

Timing:

SEP 24 2013

Production :

1014/160

EPISODE # 1014-160

1014/160

1014/160

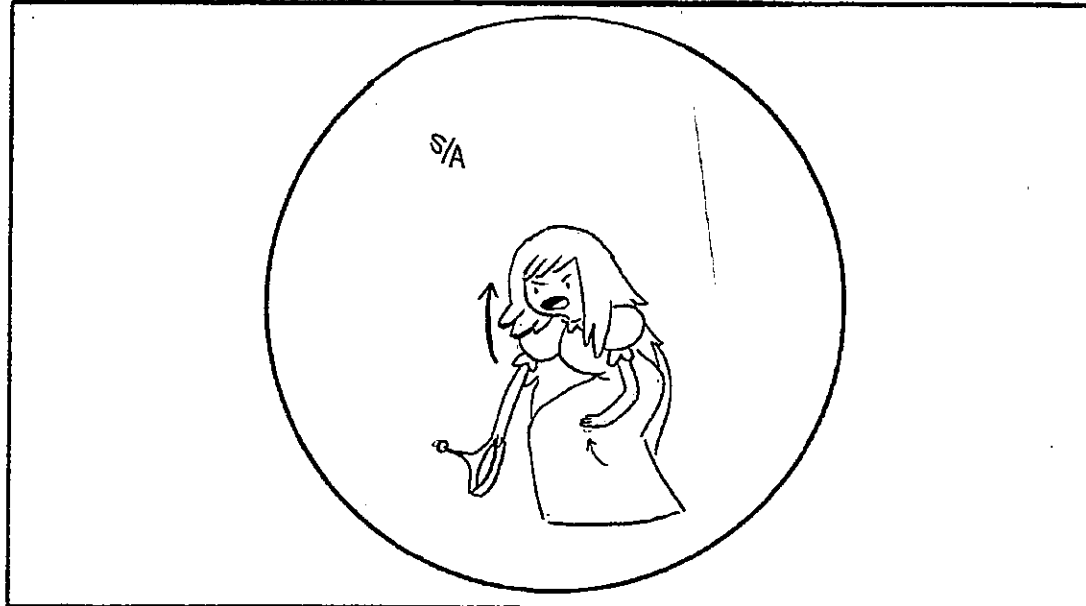
ADVENTURE TIME



Sc. 33 CONT Pnl. B

Bg.

day night

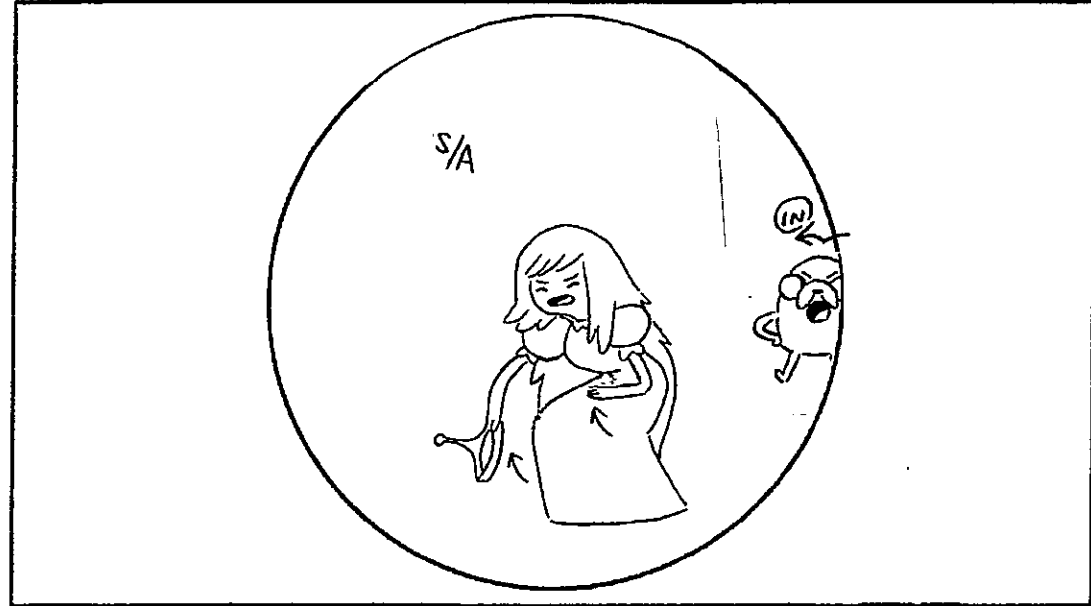


Sc. 33 CONT Pnl. C

Bg.

Page

day night



Dialog:

PB: HEAR ME LUMPY SPACE PRINCESS...

PB: I WILL AVOID DECLARING WAR --

-JAKE WALKS ON/S BEHIND PB

Timing:

SEP 24 2013

Production

EPISODE # 1014-160

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1014/160

40
40A NEXT

ADVENTURE TIME



Sc. **33 CONT** Pnl. **D** Bg. day night



Dialog:

PB: ON THE ENTIRETY OF LUMPY SPACE --

Action:

- JAKE LOOKS SHOCKED.

Timing:

Sc. **33 CONT** Pnl. **E** Bg. day night

Page **40A**
40B NEXT



PB: RULED BY YOUR PARENTS

-PB JABS W/ CROWN FOR EMPHASIS.

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Production :

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1014/160

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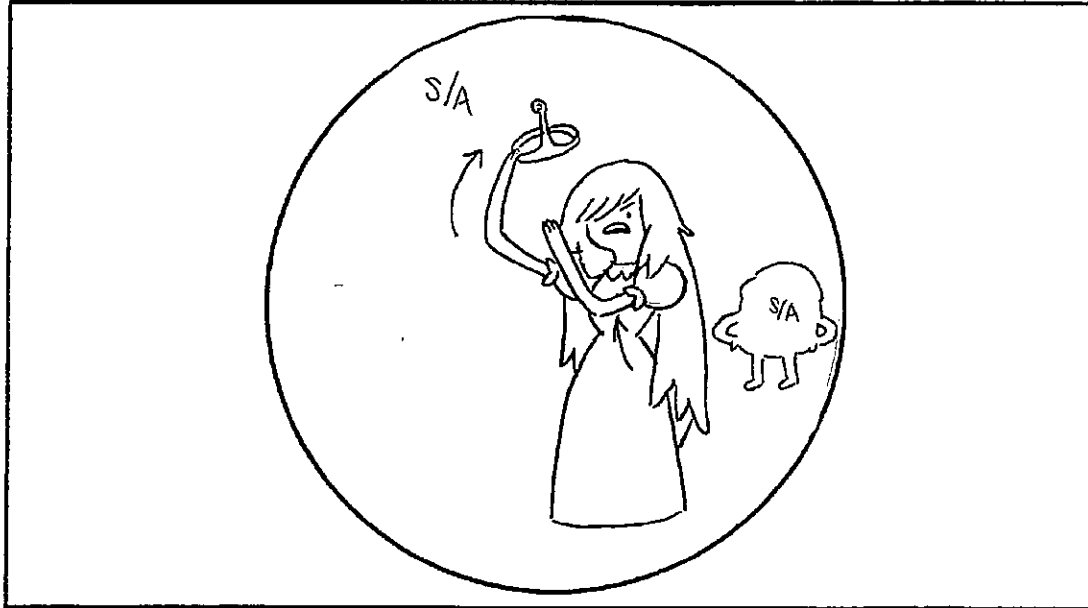
ADVENTURE TIME



Sc. **33 CONT** Pnl. **F**

Bg.

day night

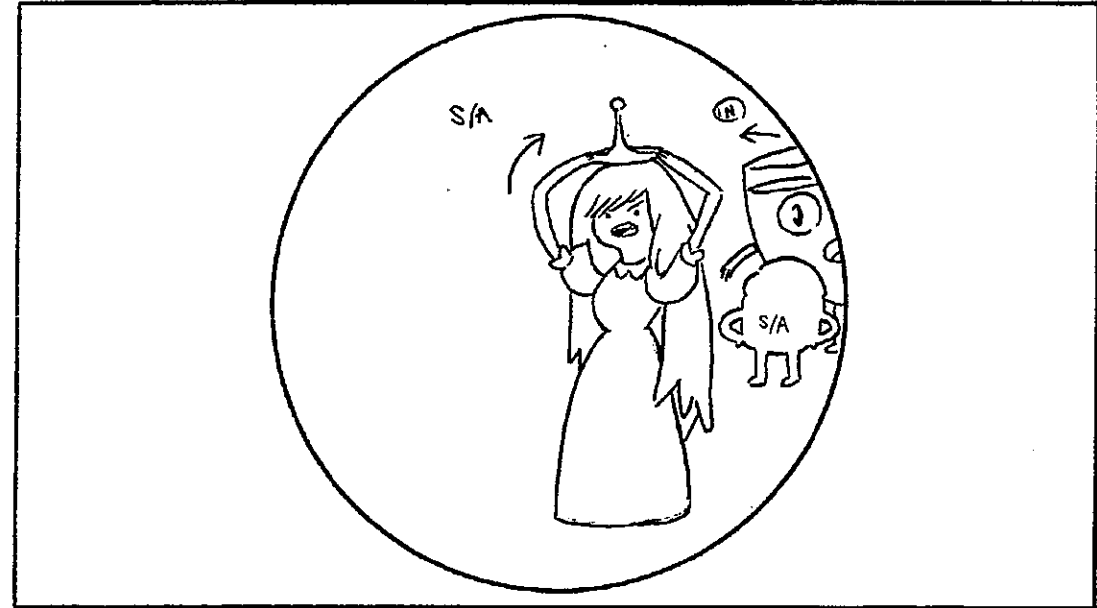


Sc. **33 CONT** Pnl. **G**

Bg.

Page **40B**
day night

40C NEXT



PB: IF --

PB: YOU APOLOGIZE TO ME

- PUNCH BOWL WALKS ON/IS

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

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ADVENTURE TIME



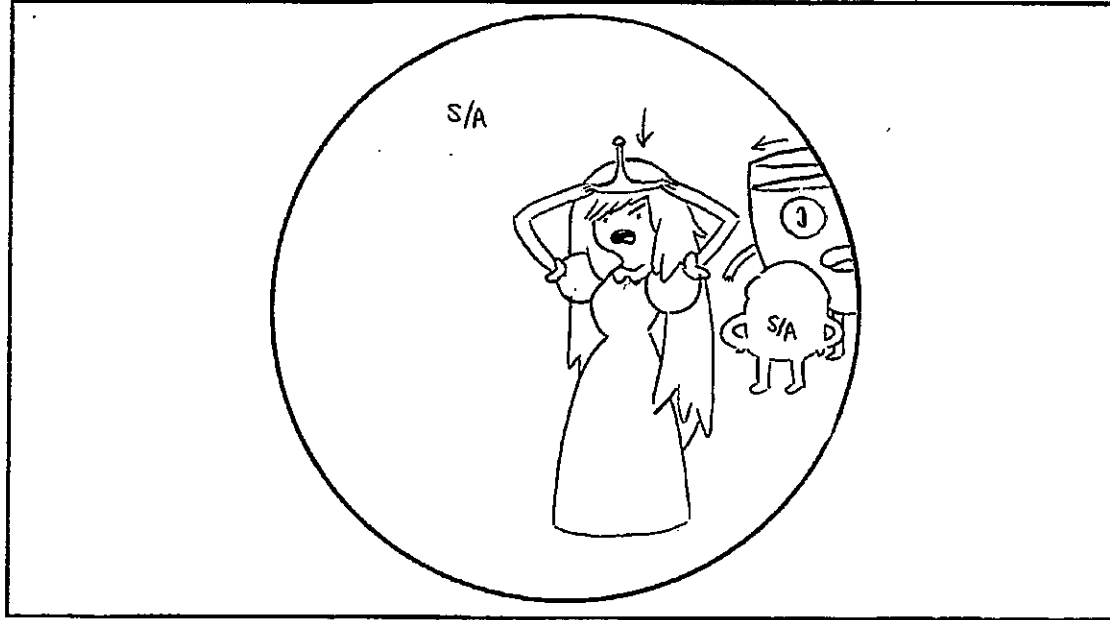
Cut

Sc. **33 CONT**

Pnl. **H**

Bg.

day night



Sc.

Pnl.

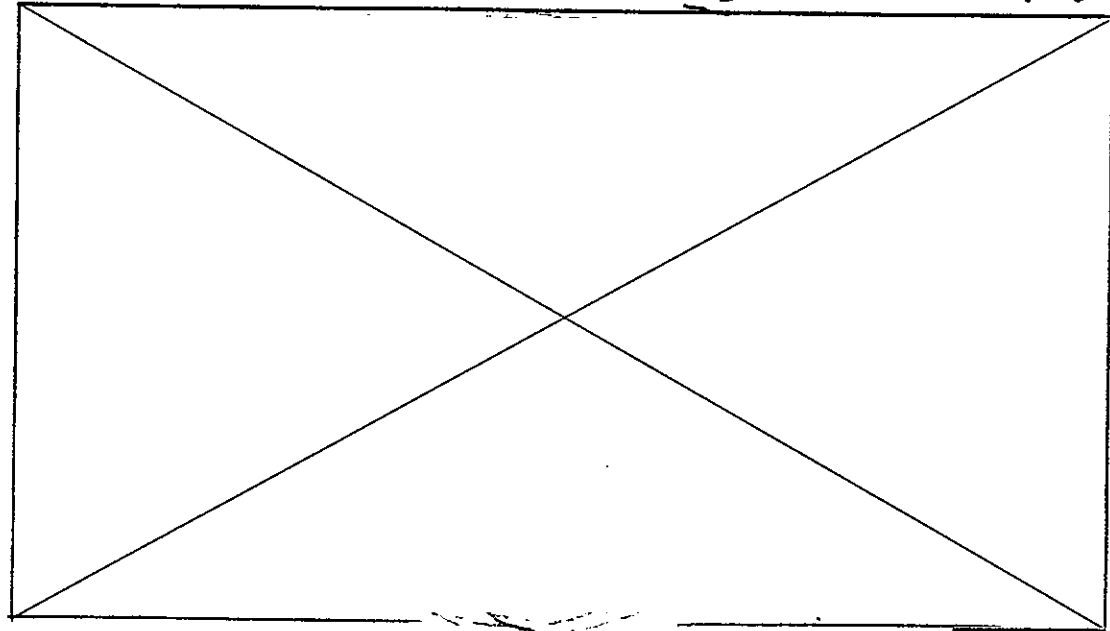
Bg.

Page

40C

day night

41 NEXT



PB: IMMEDIATELY.

-PB LETS GO OF CROWN.

Timing:

SEP 24 2013

Production :

EPISODE # **1014-160**

1014/160

1014/160

1014/160

Cut

ADVENTURE TIME

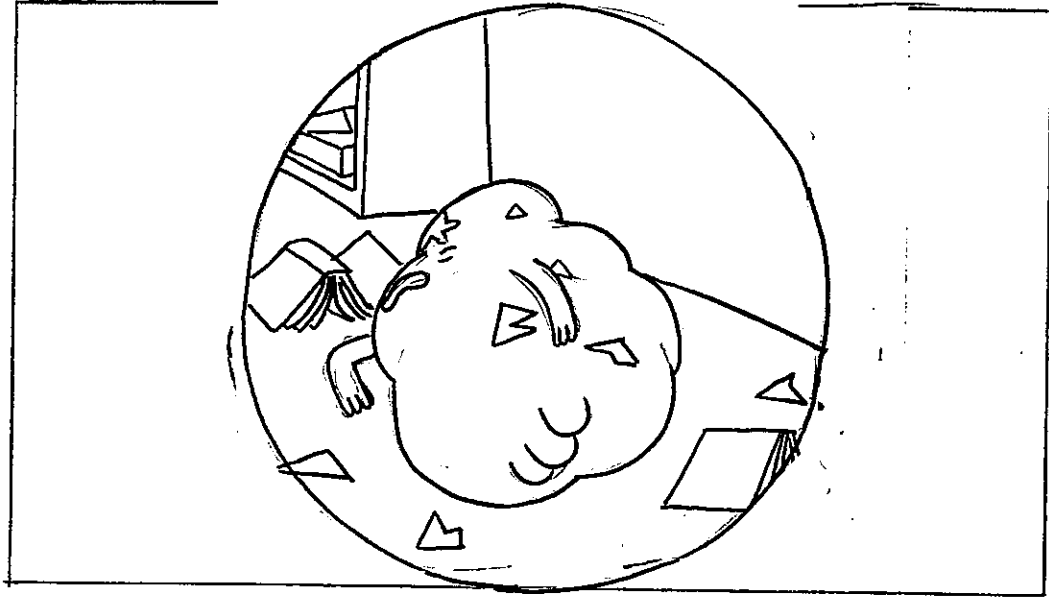


Sc. **34**

Pnl. **A**

Bg.

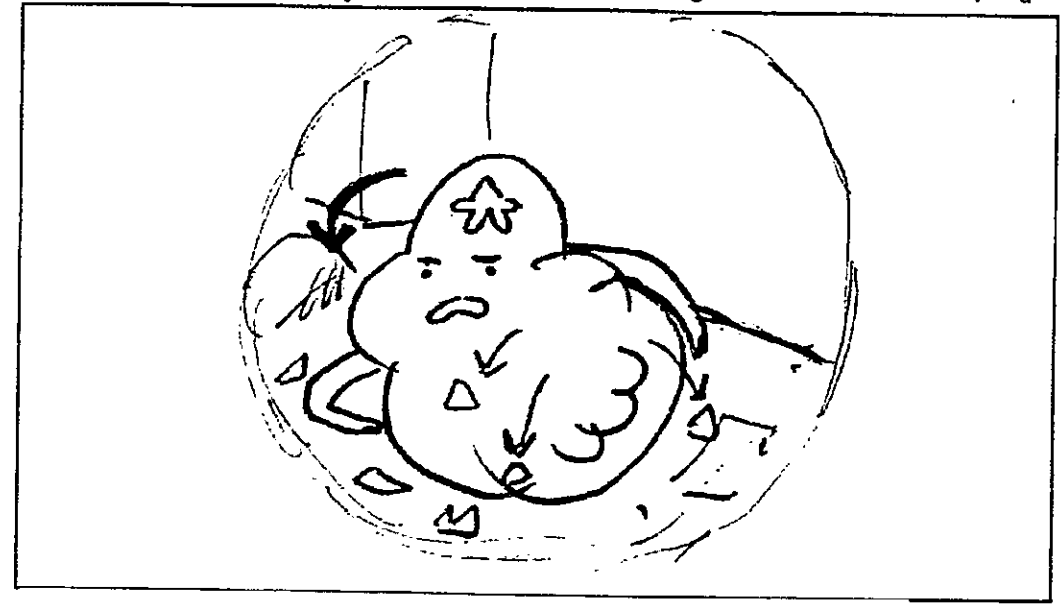
day night



Sc. **34 cont** Pnl. **B**

Bg.

day night



LSP: I'M SORAHY...

- LSP TURNS.

SEP 24 2013

Timing:

Production :

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Cut

Page **41**

1014/160

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1014/160

CST

ADVENTURE TIME



HOCST

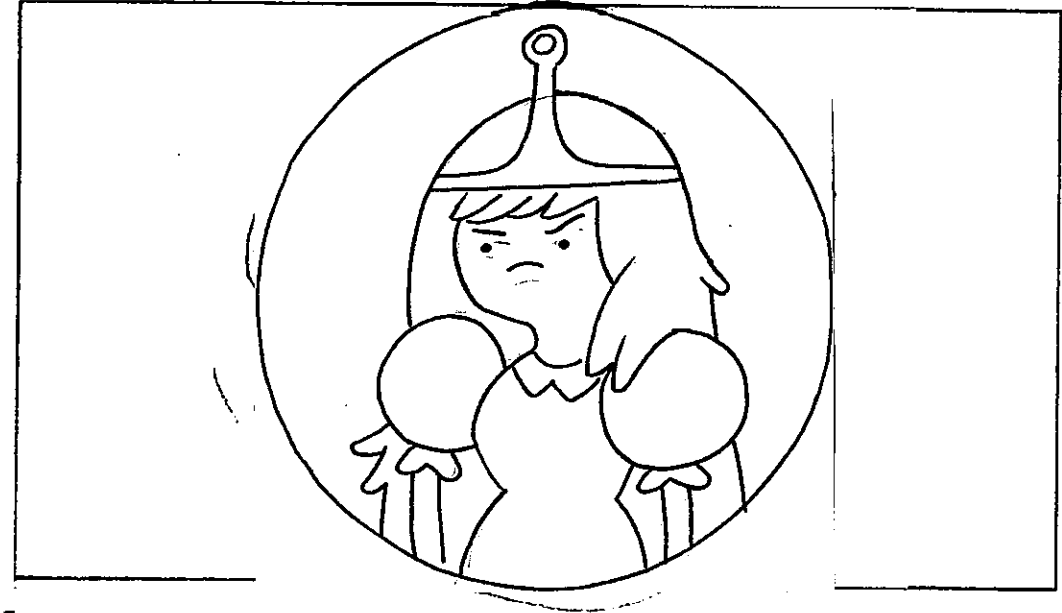
Page 42

Sc. 35

Pnl. A

Bg.

day night

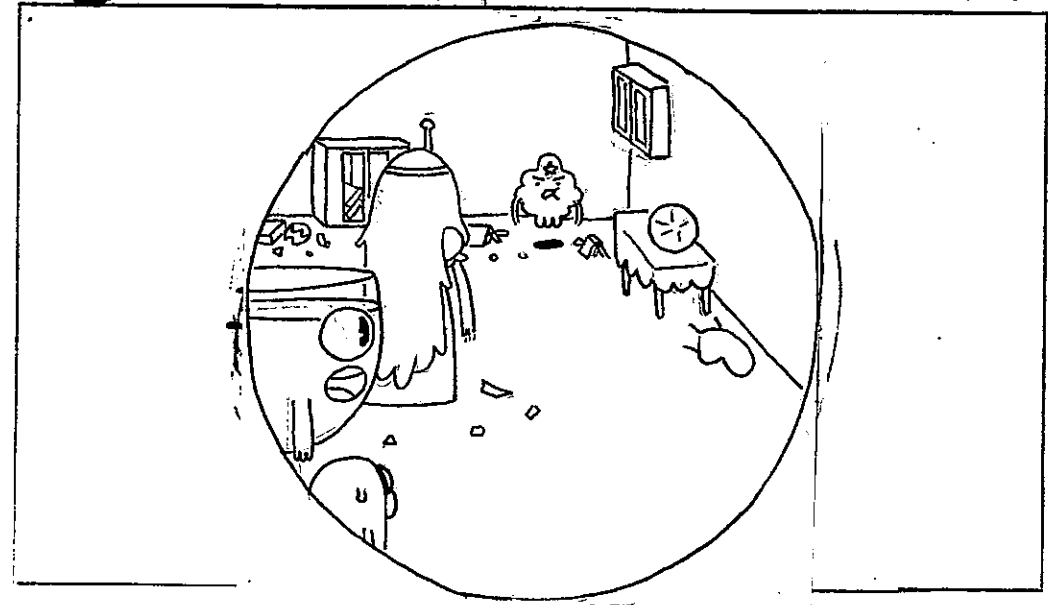


Sc. 36

Pnl. A

Bg.

day night



LSP (CONT.) - AHH HHH Y -

LSP: AHHHHY- (CONT.)



THIS
FACE

Timing:

SEP 24 2013

Production :

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1014/160

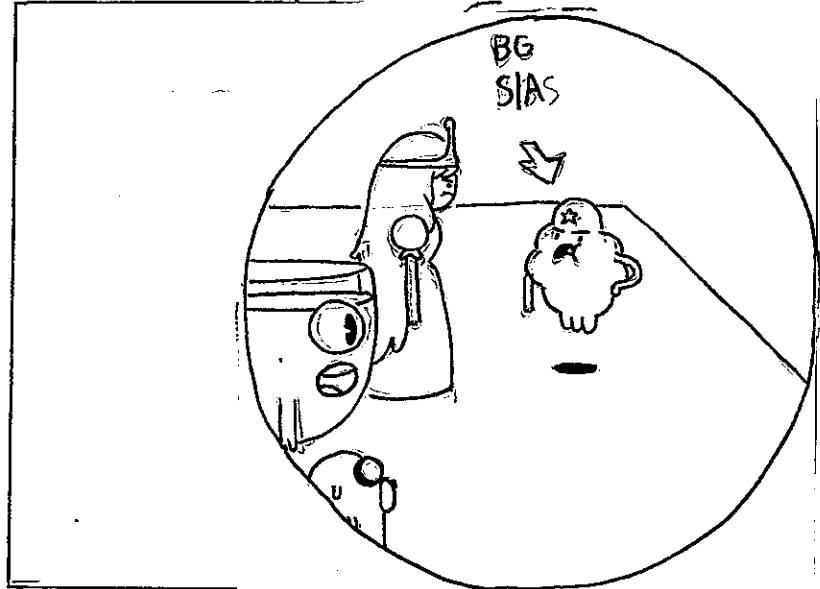
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ADVENTURE TIME



Page **43** *AV*
Cut

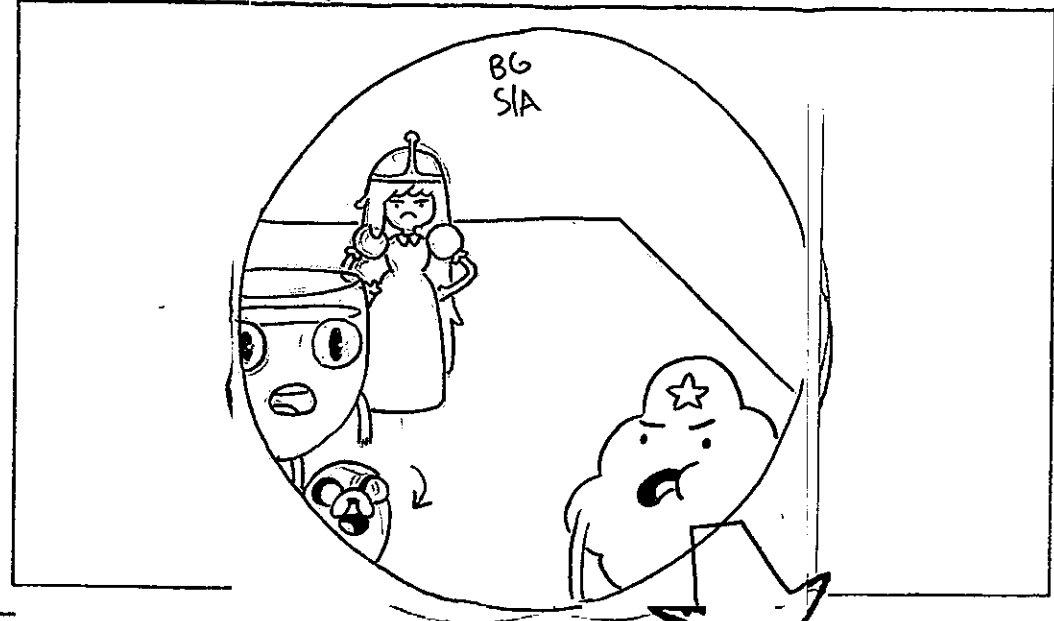
Sc. **36 CONT** Pnl. **B** Bg.



day night

Sc. **36 CONT** Pnl. **C** Bg.

day night



OUT

LSP- AHHHHH-

- LSP floats out
- PB JAKE + PUNCH BOWL
TRACK LSP.

LSP: AHHHHH-

SEP 24 2013



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Production :

1014/160

HO
CUT

ADVENTURE TIME



Page **44**

Sc. **37**

Pnl. **A**

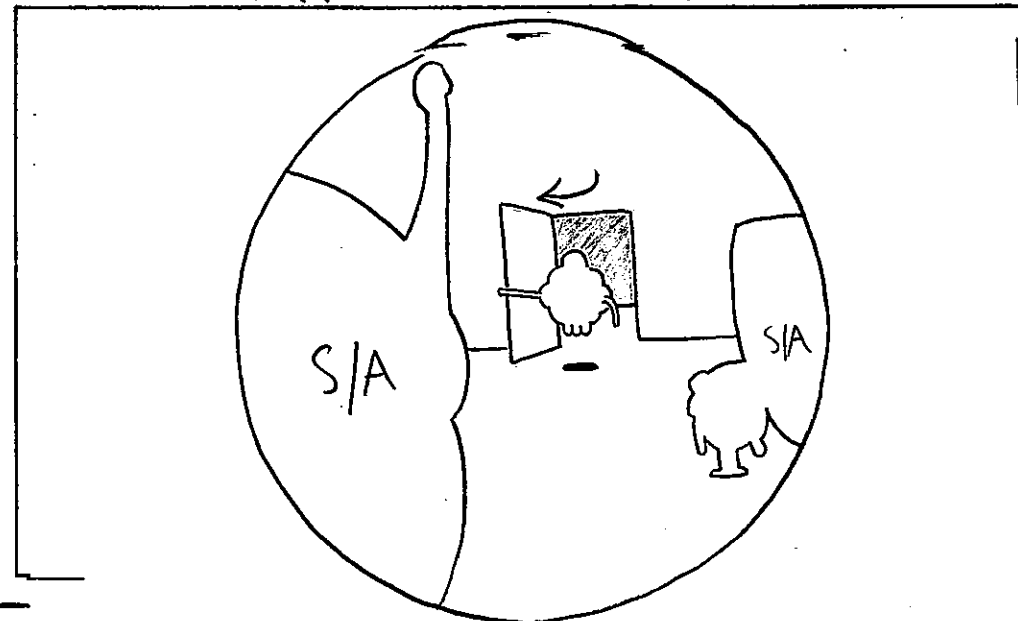
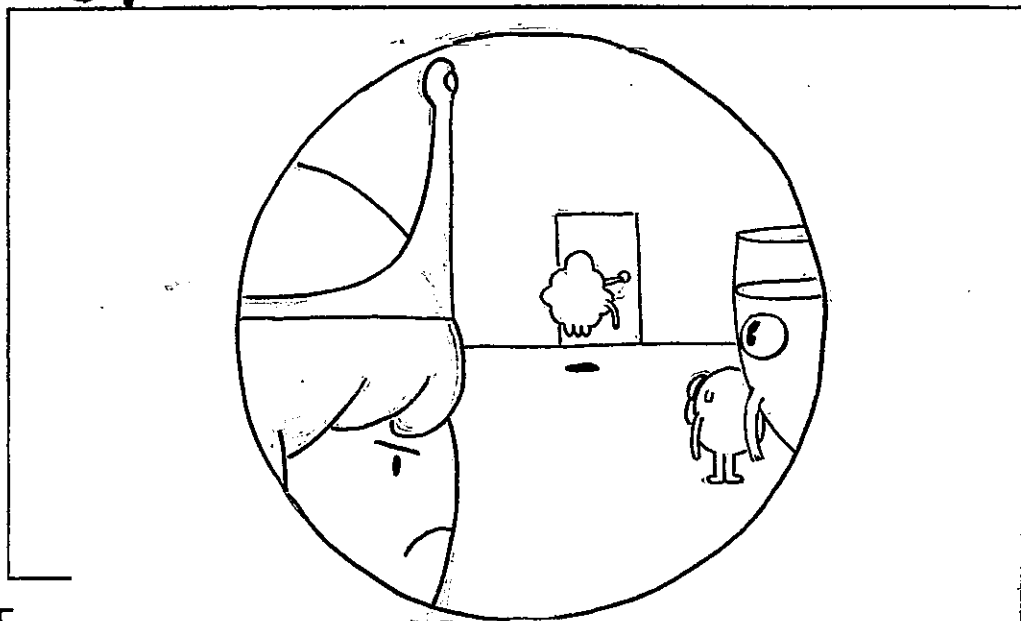
Bg.

day night

Sc. **37 CONT.** Pnl. **B**

Bg.

day night



LSP: AHH YYY

-LSP OPENS DOOR.

Timing:

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1014/160

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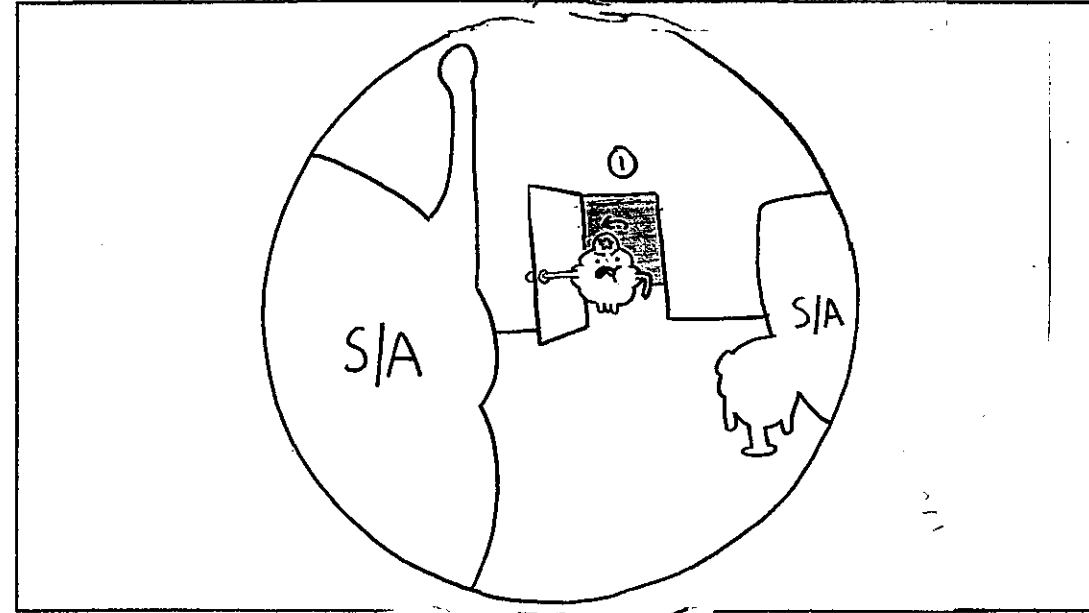
ADVENTURE TIME



Sc. **37 CONT** Pnl. **C**

Bg.

day night

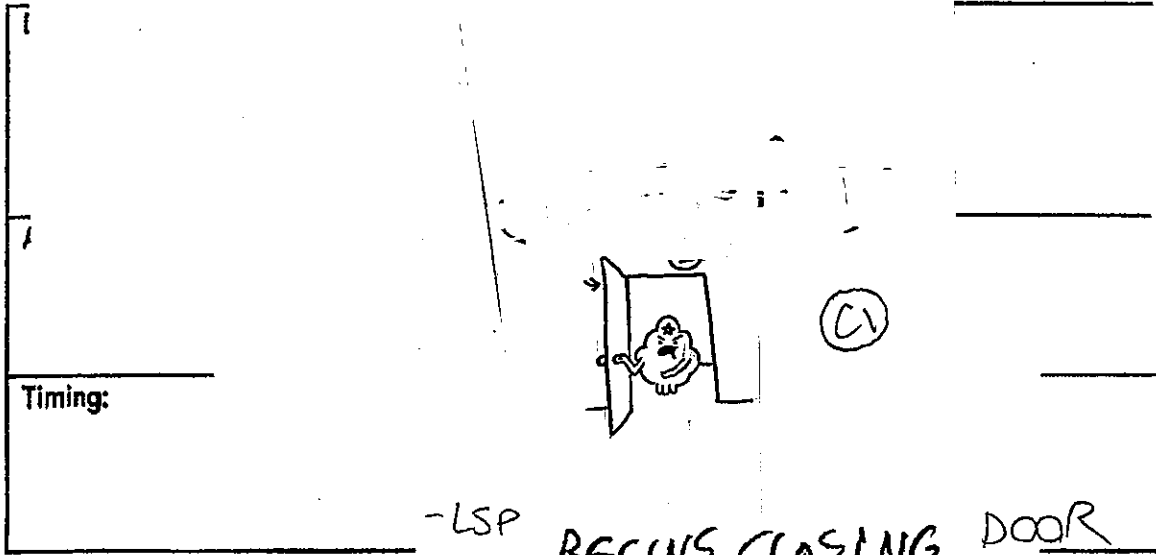
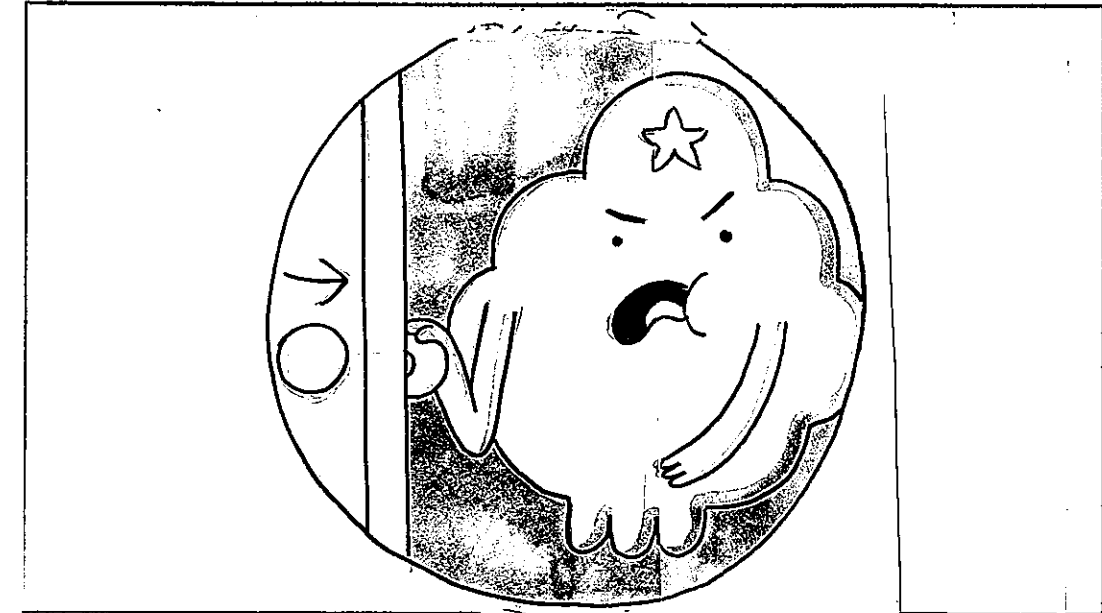


Sc. **38**

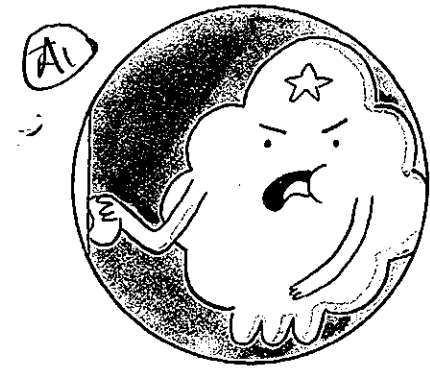
Pnl. **A**

Bg.

day night



CR: I'M SORRY -



Timing:

-LSP

BEGINS CLOSING DOOR

EPISODE # 1014-160

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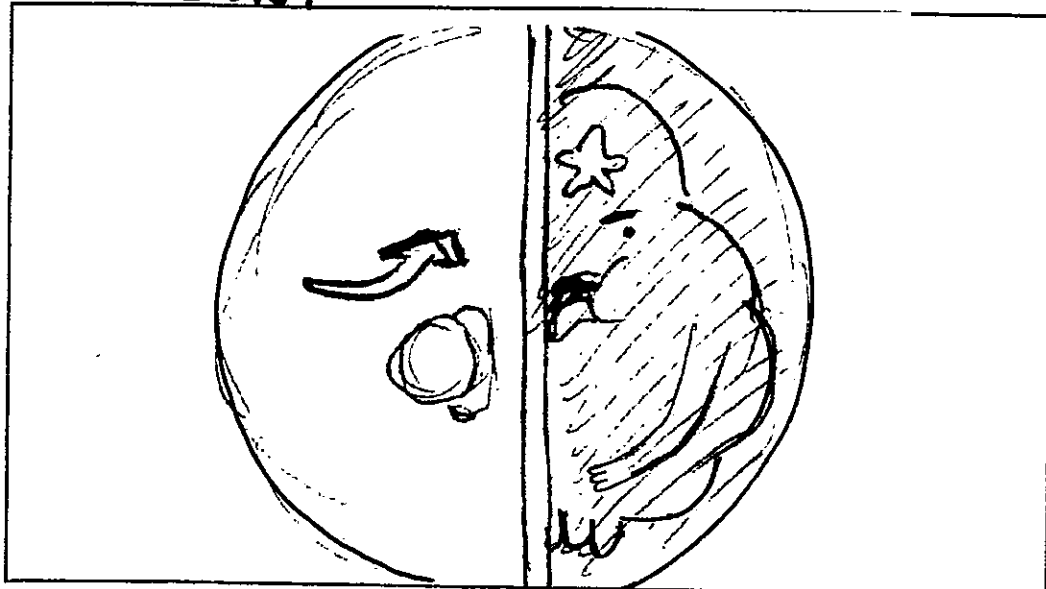
ADVENTURE TIME



Sc. 38 CONT Pnl. B

Bg.

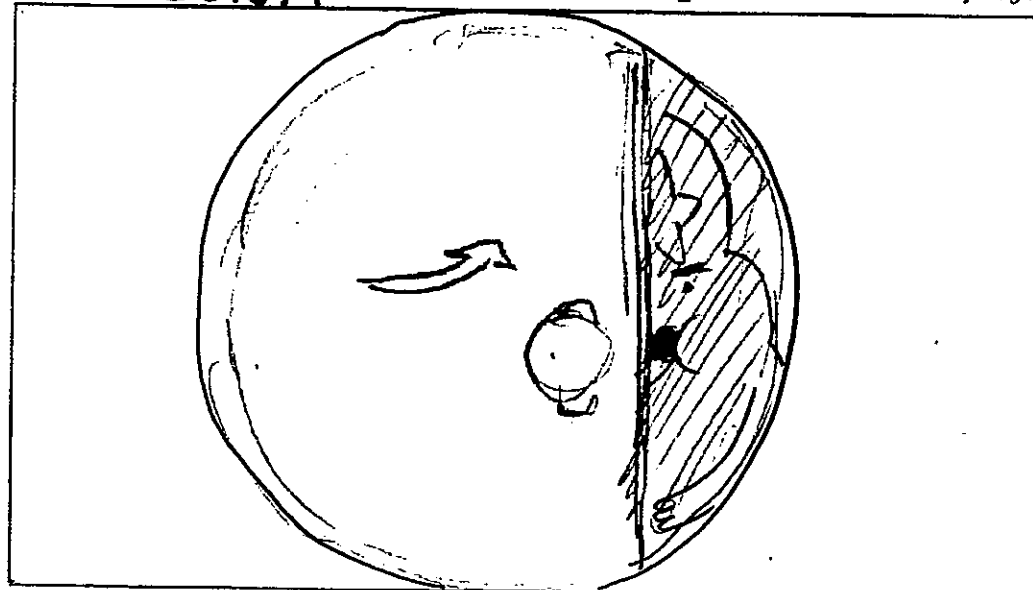
day night



Sc. 38 CONT. Pnl. C

Bg.

day night



Page 46

IN Cut

EPISODE # 1014-160

Production #

Production :

LSP: YOU'RE SO -

LSP: STUPID.

Timing:

SEP 24 2013

1014/160

Ho
Cut

ADVENTURE TIME

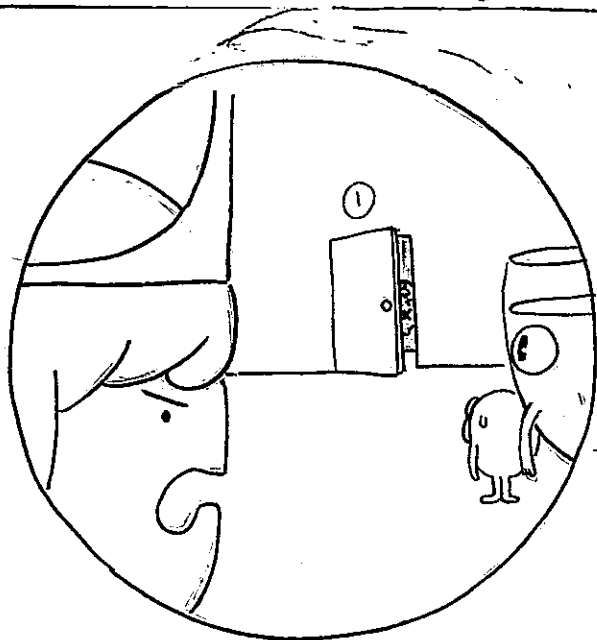


Sc. 39

Pnl. A

Bg.

day night



②
(A) * ^{SFX:} SLAM! *

-LSP SLAMS DOOR.

Sc. 39 CONT

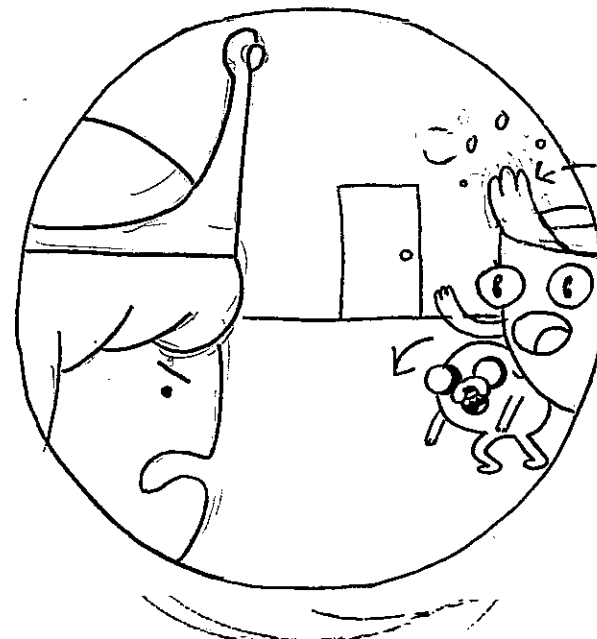
Pnl. B

Bg.

Page

47

day night



J+PUNCH: WOHHHH!!!
BOWE HAHHA!!

(PB spills punch)

PB: SHEESH!



EPISODE # 1014-160

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Cut

ADVENTURE TIME



Page 48

Sc. 40

Pnl. A

Bg.

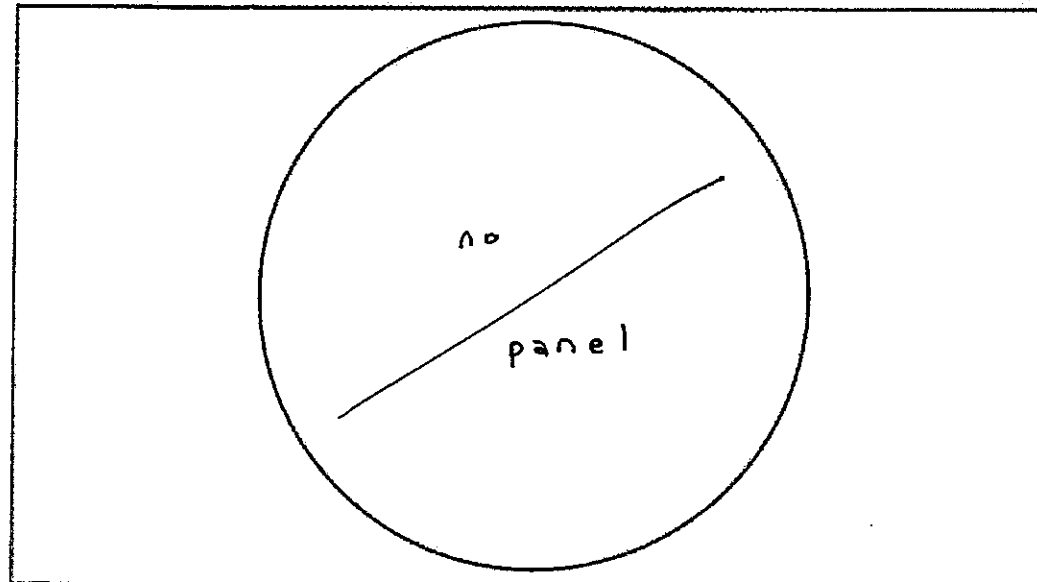
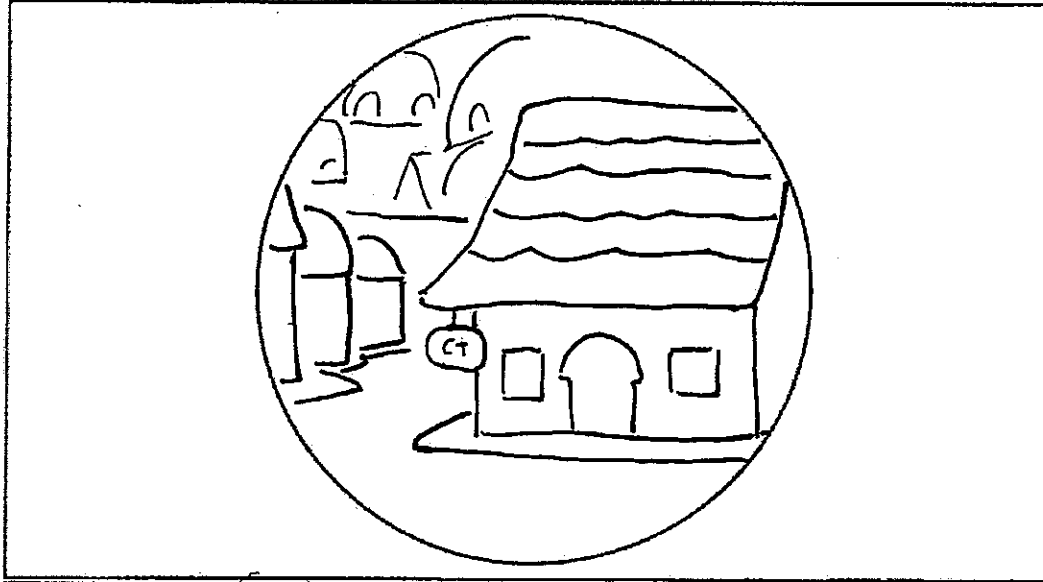
day night

Sc.

Pnl.

Bg.

day night



Dialog: Tree Trunks/ I'd love to get you-

Action: - CANDY TAVERN EXT. ♪ Tree Trunks (os) singing
karaoke version of "Slow
Boat to China"

Timing:

SEP 24 2013

1014-160

EPISODE #

Production :

1014/160

Cut

ADVENTURE TIME



Page 49

HW
Cent

Sc. 41

Pnl.

(C)

Bg.

day night

(B)

(A)



stop

start

Dialog:

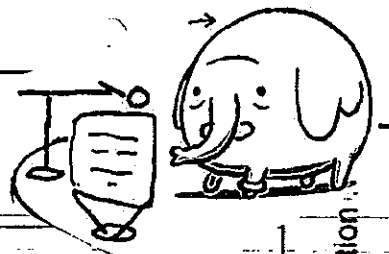
(C)

TT/ on a slow boat to China, all to myself alone.

Action:



(A)



Timing:

- LSP watching
dude

Tavern folk
looking sad

- Mr Pig
watching

- T.T singing
karaoke

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EPISODE #

1014-160

Production

1014/160

1014/160

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Hug
Cut

ADVENTURE TIME



Page 50

Sc. 42

Pnl. A

Bg.

day night

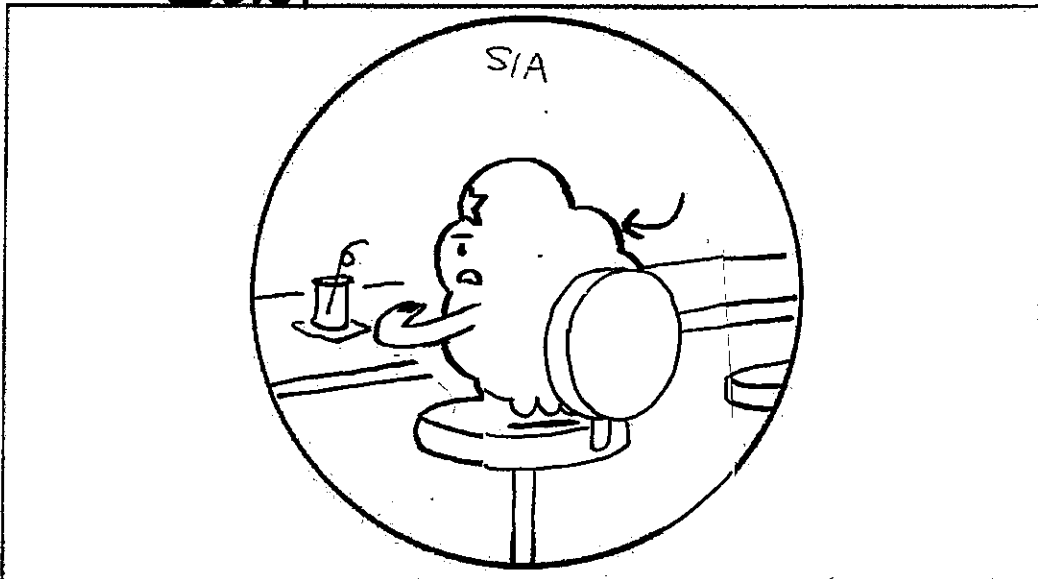
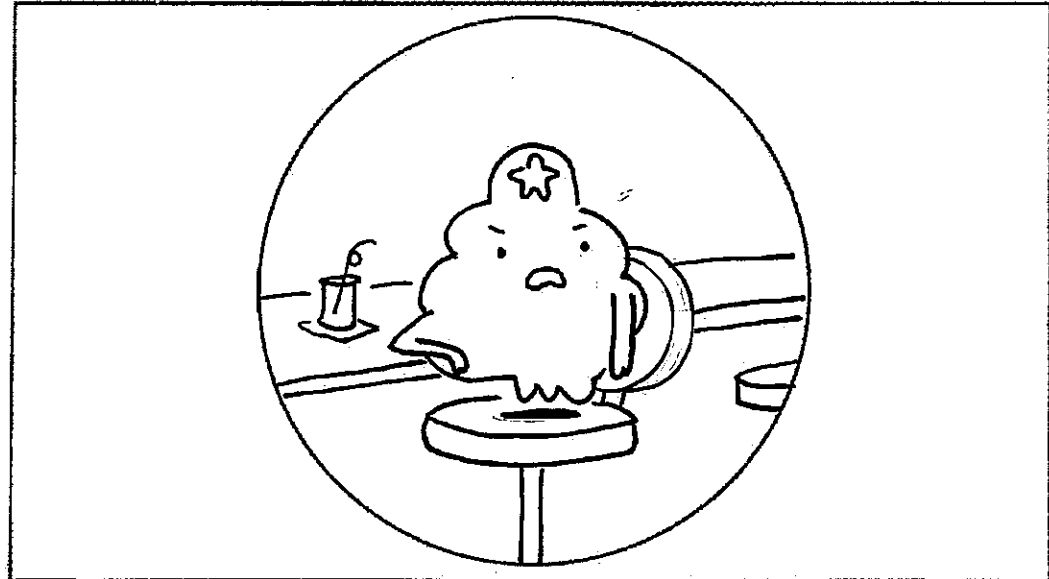
Sc. 42

CONT

Pnl. B

Bg.

day night



Hug
Cut

EPISODE # 1014-160

Production :

Dialog:

LSP/ EVERYONE IN HERE
IS A LOSER .

TT(os)/ Get you and me- (trails off)

LSP/ NOBODY'S AS GOOD
AS BRAD .

Action:

(LSP hovering over stool)

(LSP turns back
to bar)

Timing:



AI

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Sc. 43

Pnl. A

Bg.

day night

Sc. 43 CONT Pnl. B

Bg.

Page 51
SIA: NEXT
day night



Dialog:

LSP / OH, BRAD !

LSP / WHY CAN'T I GET OVER YOU ? !

Action:

Timing:

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Production :

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1014/160

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ADVENTURE TIME



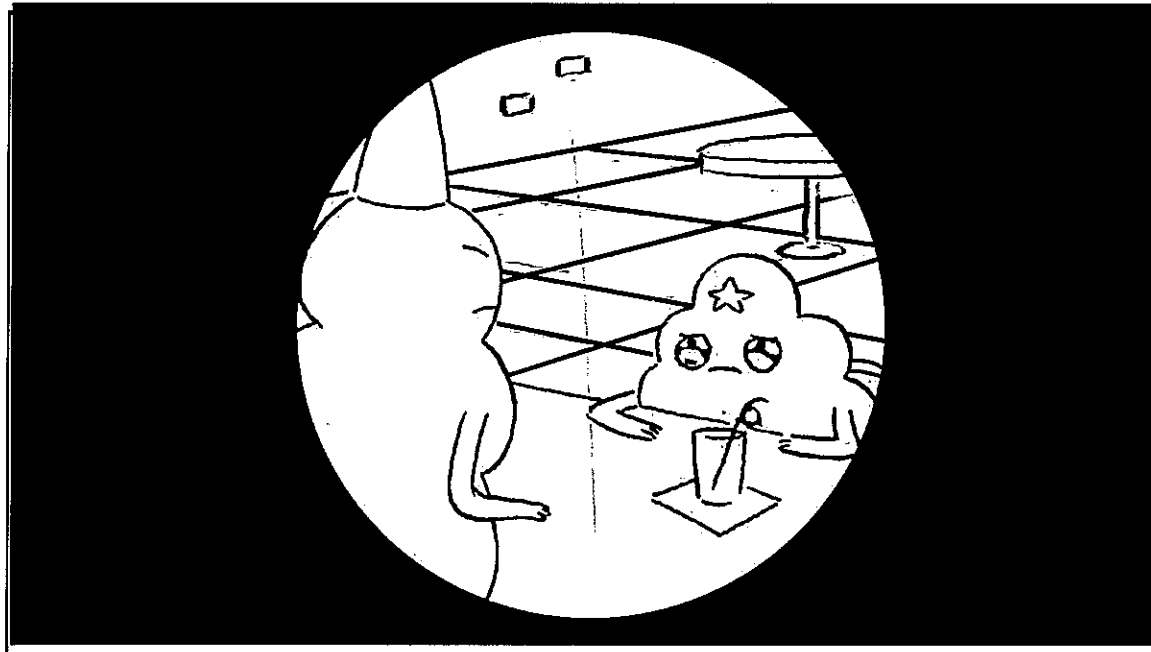
Page 51A
52. NEXT
day night

Sc. 43A

Pnl. A

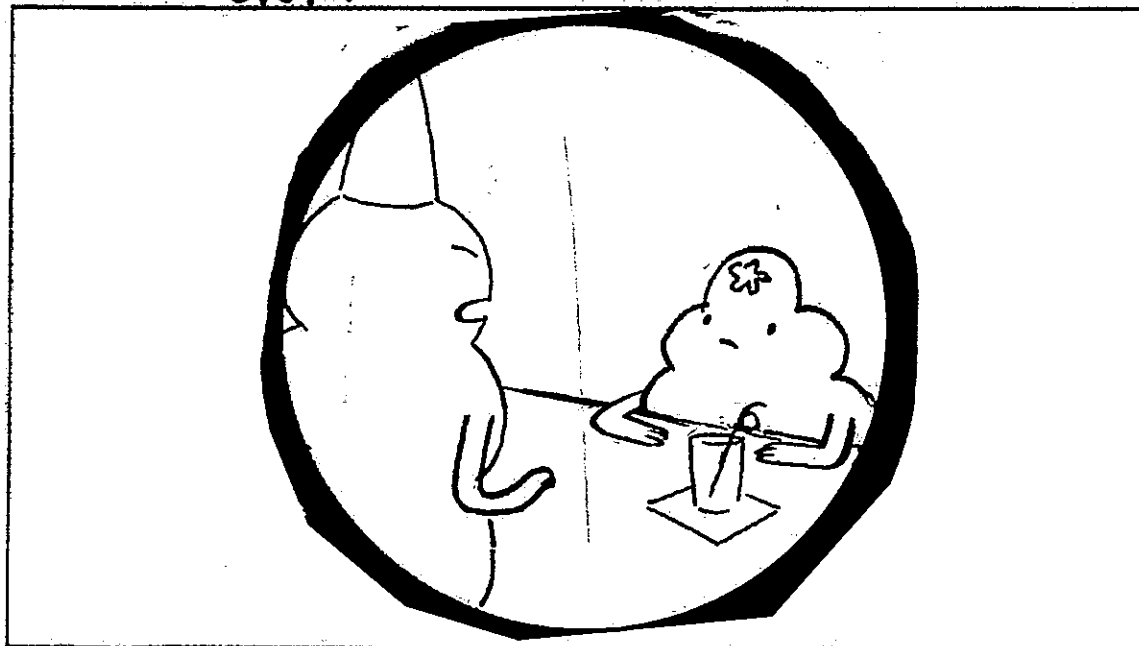
Bg.

day night



Sc. 43A **CONT.** Pnl. B

Bg.



Dialog:

Action:

Timing:

CHARLIE / HAVE YOU TRIED BURNING
AN EFFIGY? THAT'S WHAT THEY DO
IN MOVIES



(B1)

(B2)

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EPISODE # 1014-160

Production :

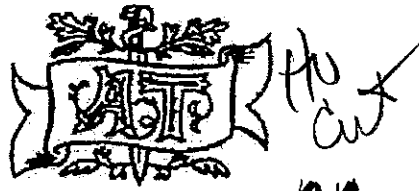
1014/160

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Go Cart

1014/160

ADVENTURE TIME



Page **52**

Sc. **43A CONT** Pnl. **C**

Bg.

day night

Sc.

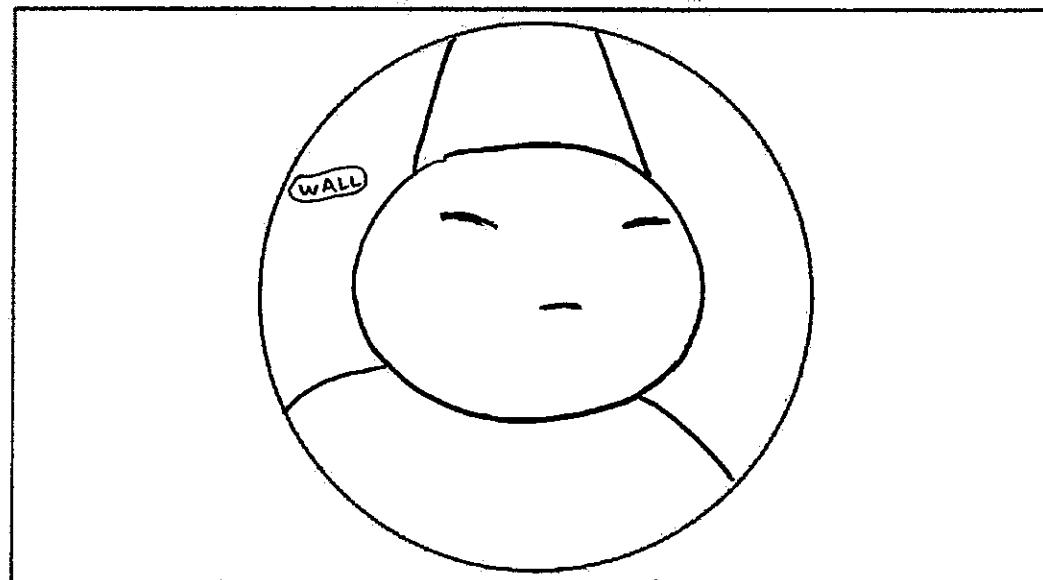
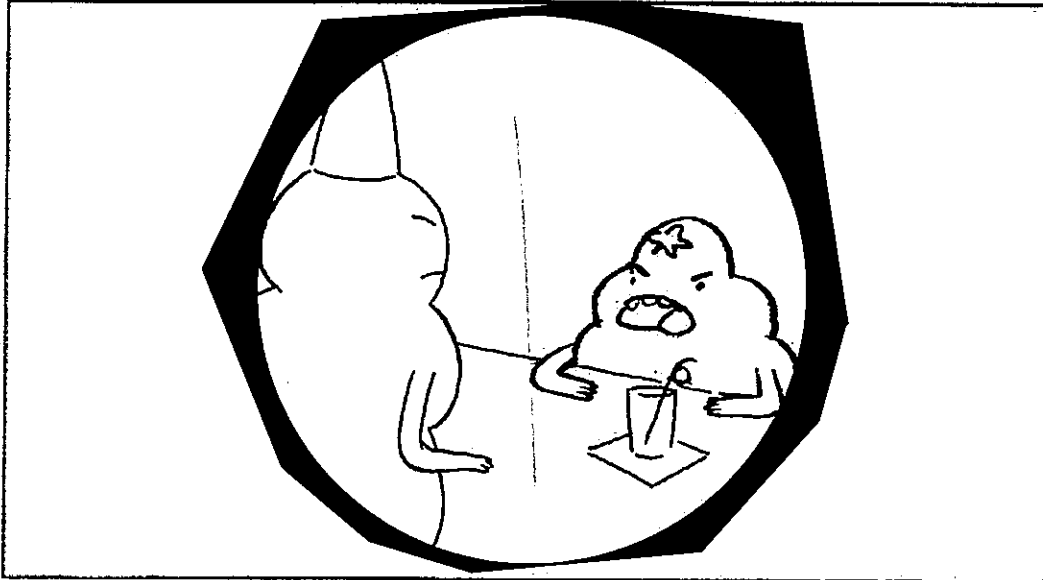
44

Pnl.

A

Bg.

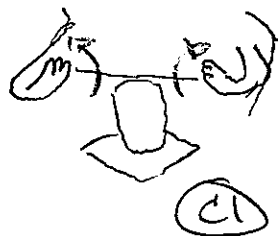
day night



Dialog:

LSP / THIS ISN'T A MOVIE,
CHARLIE! IT'S REAL LIFE!

Action:



(charlie slow burns)

Timing:

SEP 24 2013

Production :

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1014-160

HU cut

1014/160

1014/160

45
Cont

ADVENTURE TIME



Page **53**

Sc. **45**

Prnt. **A**

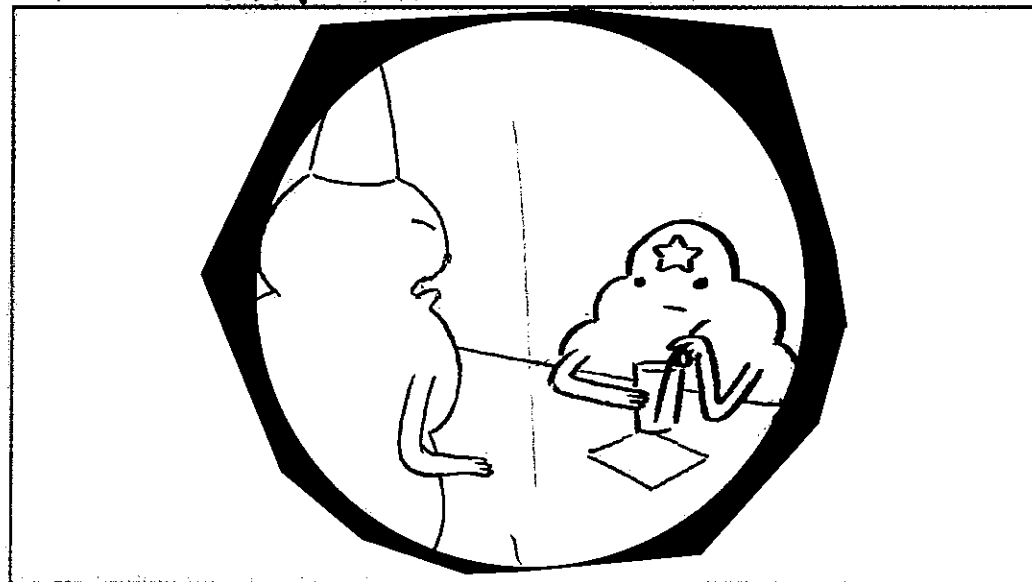
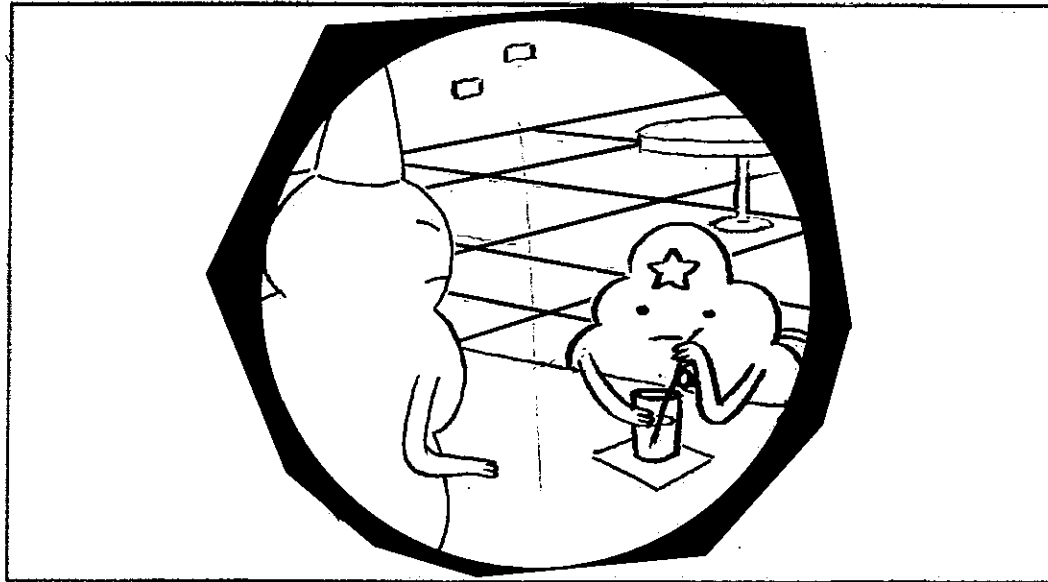
Bg.

day night

Sc. **45 CONT** Prnt. **B**

Bg.

day night



Dialog:

LSP / (SIGH)

1. C / ANOTHER CUCUMBER
WATER, YOUR MAJESTY?

Action:

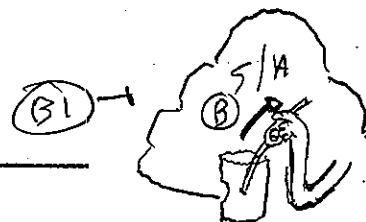
(LSP Fiddling with
her drink)

1. (LSP stops
fiddling)

2. LSP
nods
"yes"



Timing:



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Production :

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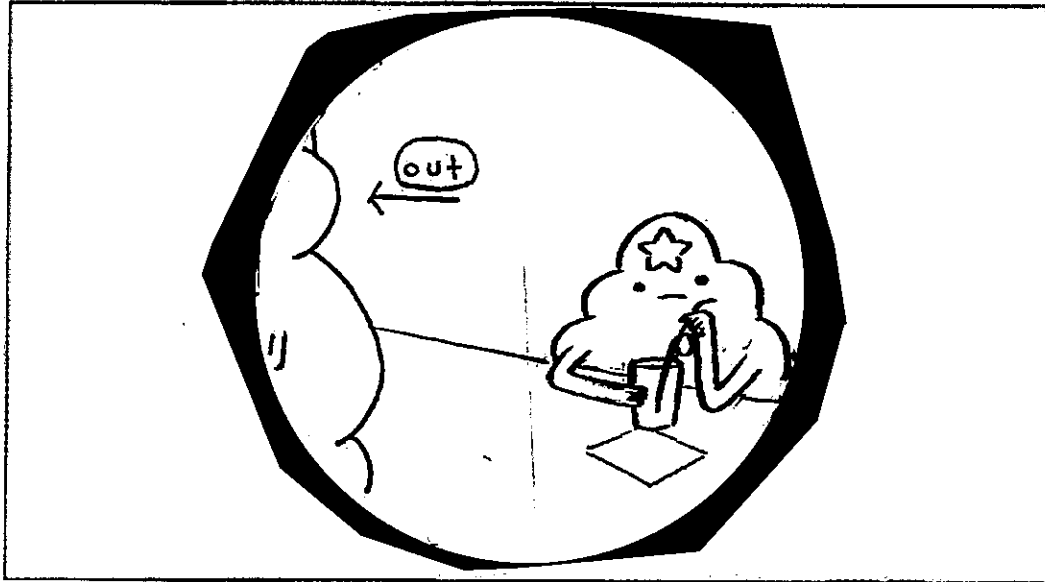
ADVENTURE TIME



Sc. 45 CONT Pnl. C

Bg.

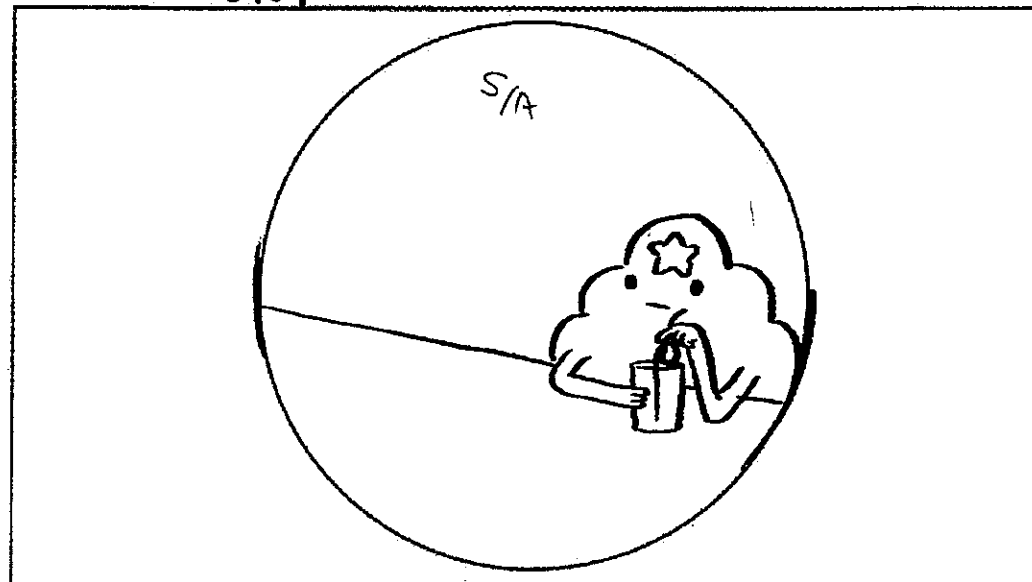
day night



Sc. 45 CONT Pnl. D

Bg.

Page 54
54A-NEXT
day night



EPISODE # 1014-160

Dialog:

Action:

(charlie exits as LSP goes back to drink - Fiddling)

(LSP pauses, she senses something... is she being watched?)

Timing:



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Production

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1014/160

ADVENTURE TIME



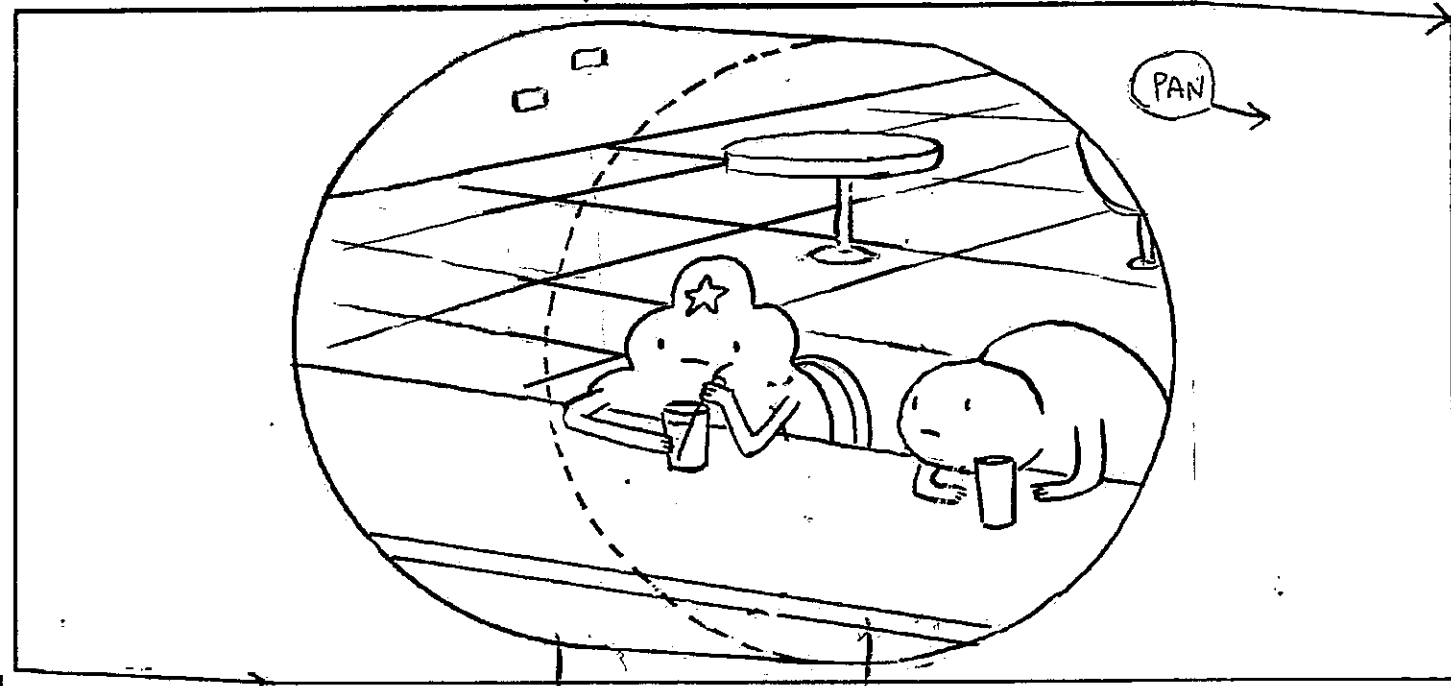
Sc. 45 **CONT**

Pnl. E

Bg.

Page 54A

55-NEXT
day night



Dialog:
Action: -camera pan to reveal Johnnie, eyeballing her
Timing:

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ADVENTURE TIME



Sc. **45 CONT** Pnl. F

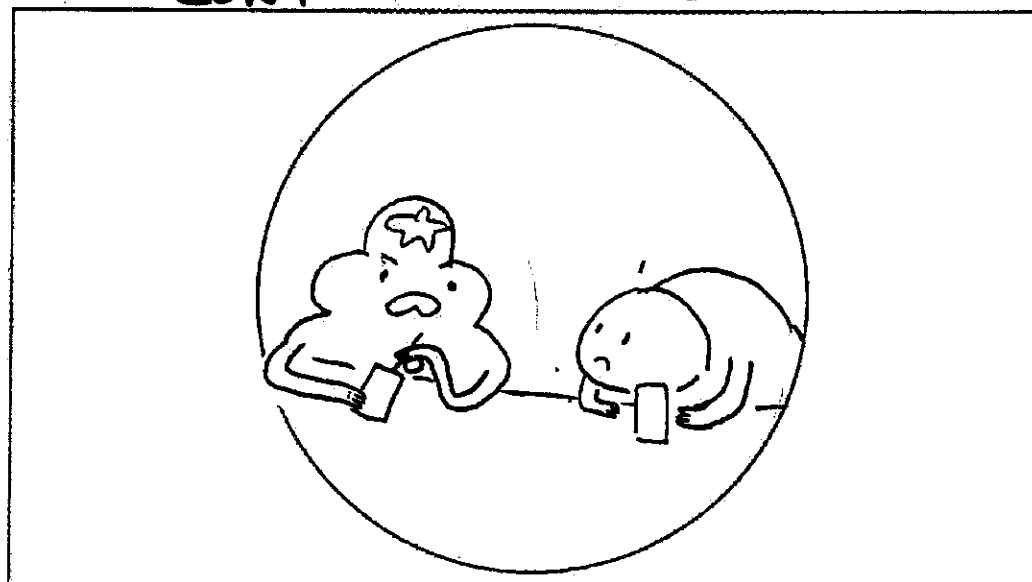
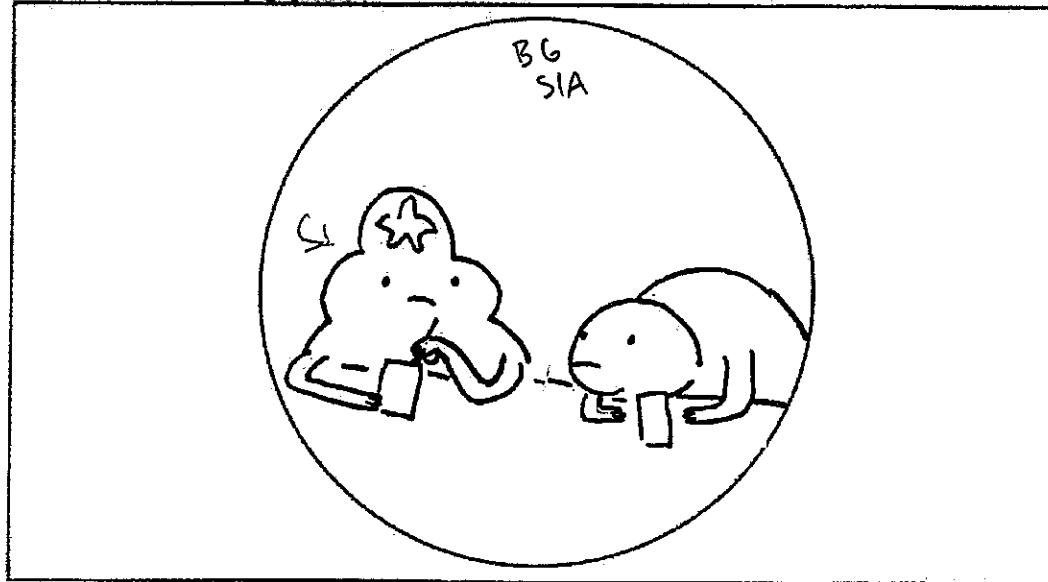
Bg.

day night

Sc. **45 CONT** Pnl. G

Bg.

Page **55**
55A-NEXT
day night



Dialog:

LSP/ WHAT ?!

Action:

1. (LSP looks over)

Timing:

SEP 24 2013

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Production :

1014/160

1014/160

ADVENTURE TIME



Page 55A
55B. NEXT
day night

Sc. 45 **CONT**

Pnl. H

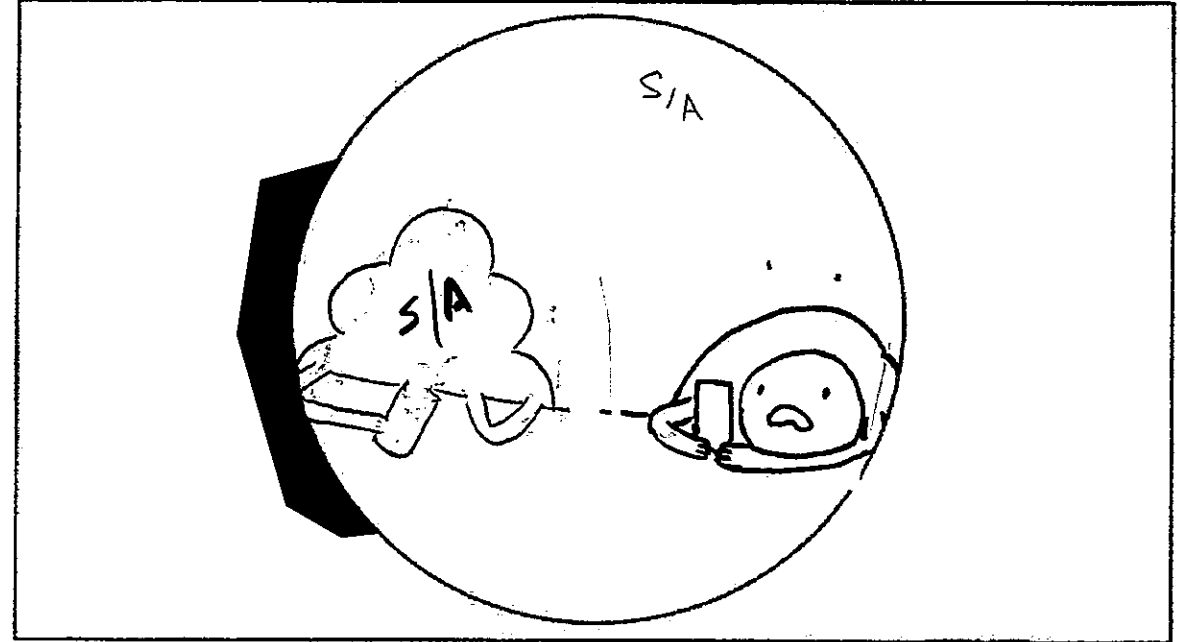
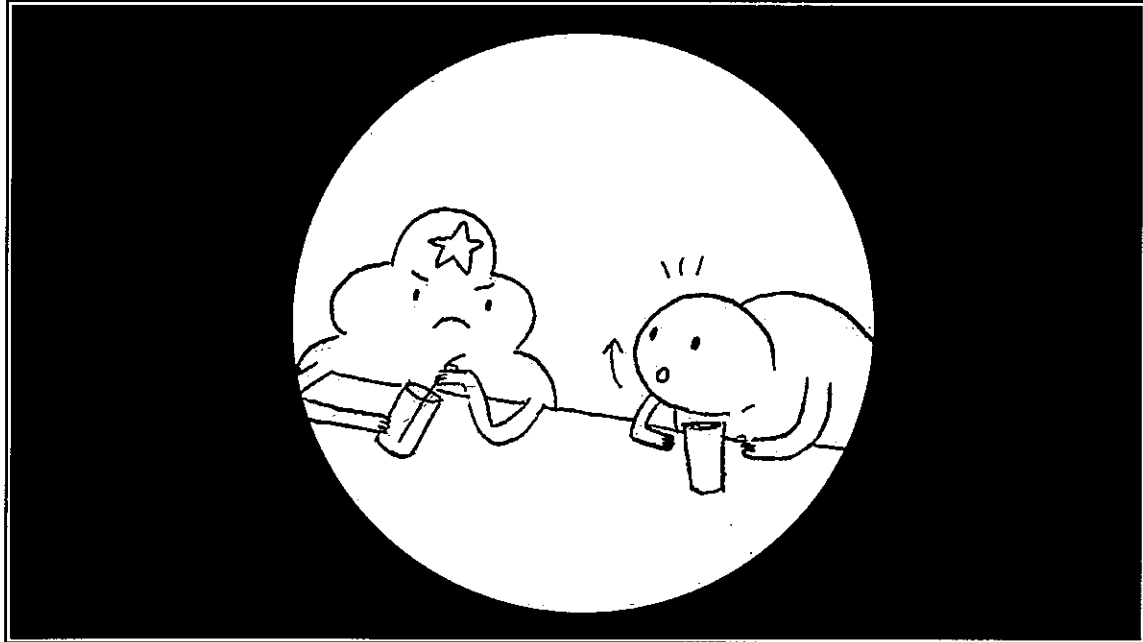
Bg.

day night

Sc. 45 **CONT.**

Pnl. I

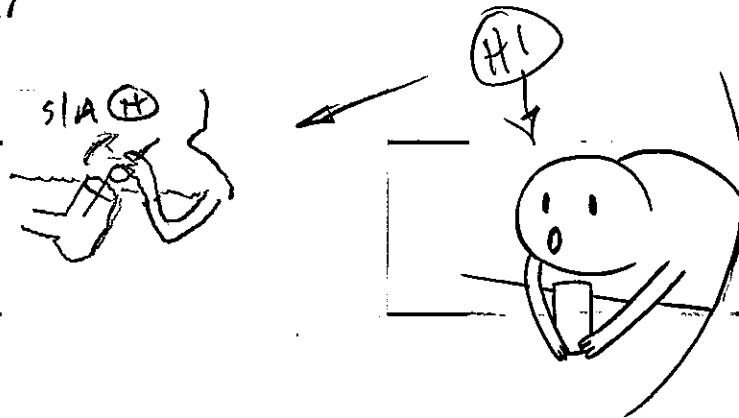
Bg.



Dialog:

J/ ohh!

Action:



Timing:

J/ I'm sorry for staring.
But uh.

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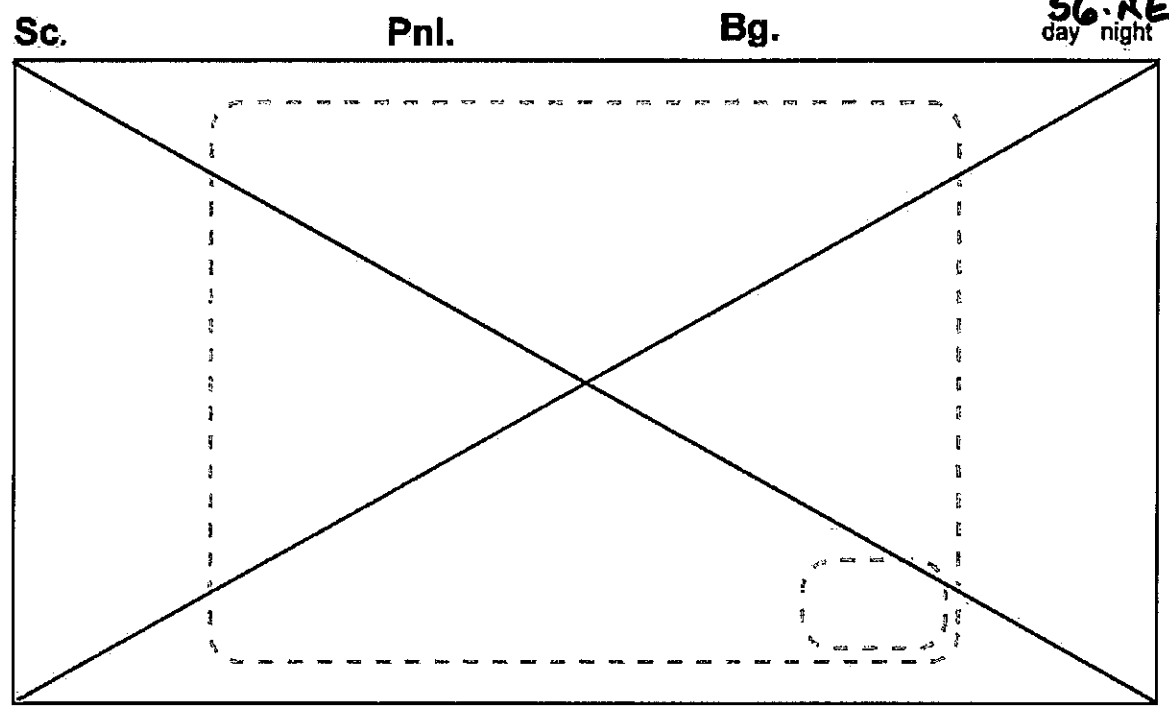
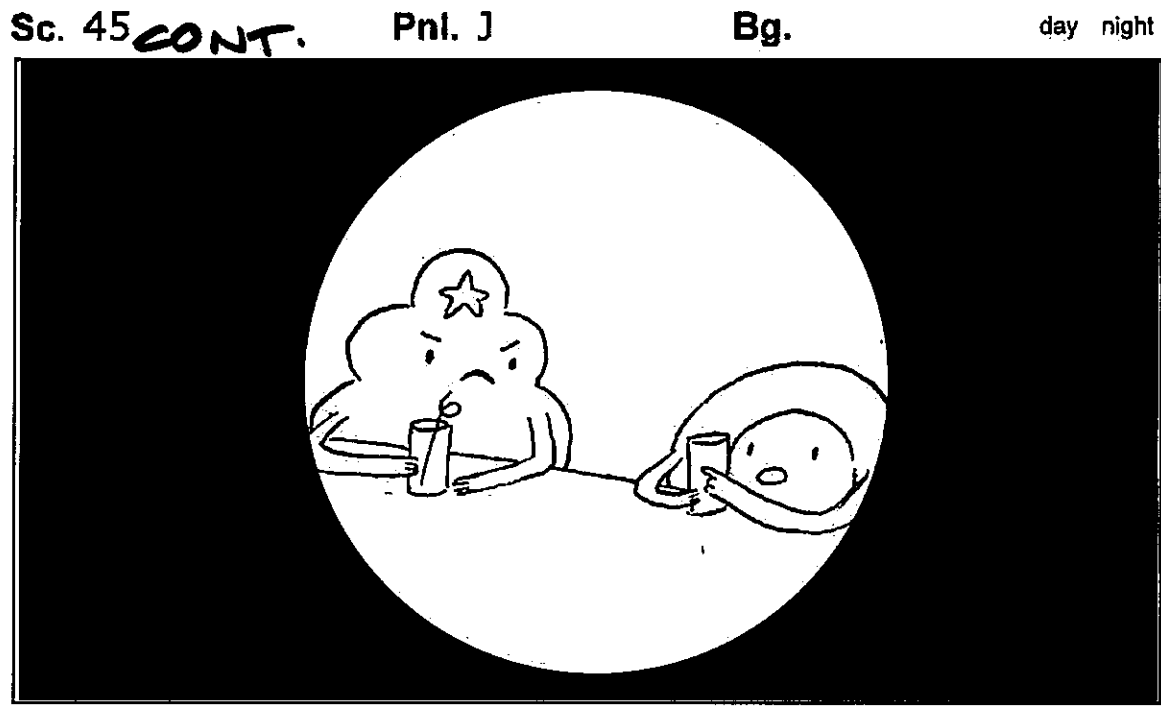
Production :

1014/160

ADVENTURE TIME



Page 55B
56-NEXT
day night



Dialog:
<u>J/</u> , I know you!
Action:
Timing:

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Production :

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ADVENTURE TIME



Page **56**

Sc. **45 CONT**

Pnl. K

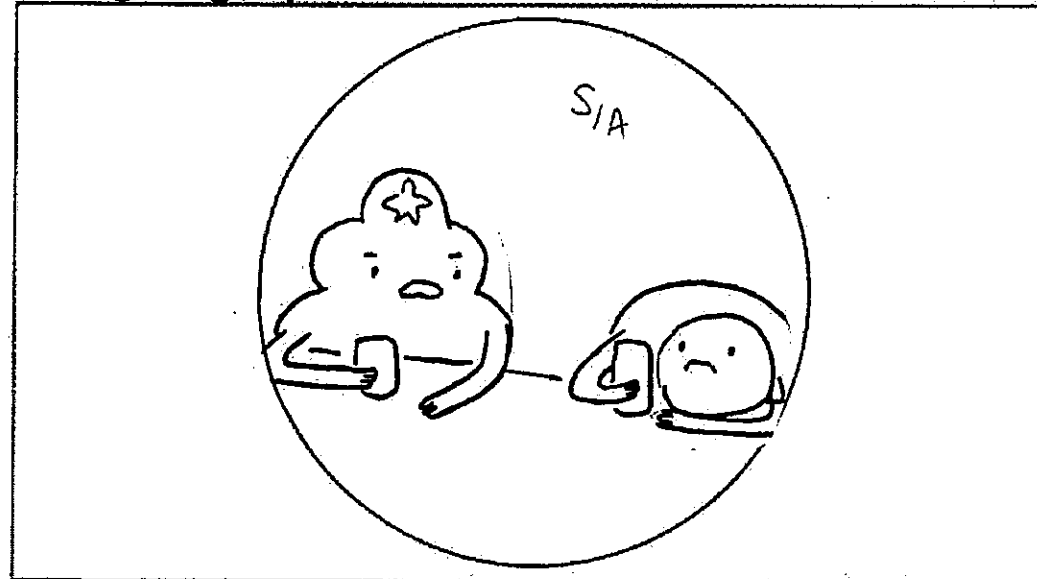
Bg.

day night

Sc. **45 CONT.** Pnl. L

Bg.

day night



Dialog:

J/ we used to --

LSP/ EVERYONE KNOWS ME.
I'M LUMPY SPACE PRINCESS

Action:

(LSP interrupts him)

Timing:

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Handwritten initials: HV, CW

Page 57

Sc. A5 CONT

Pnl. M

Bg.

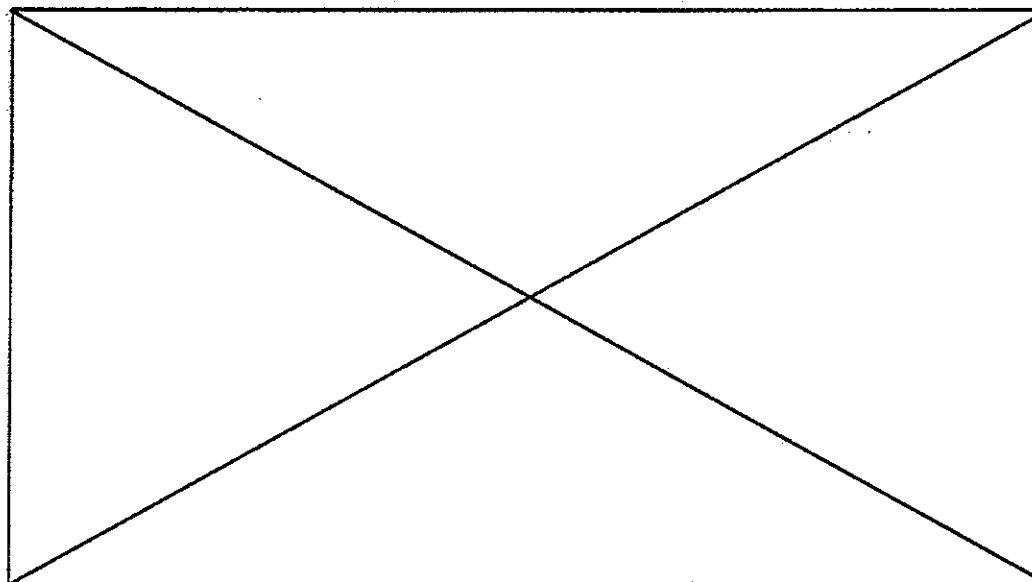
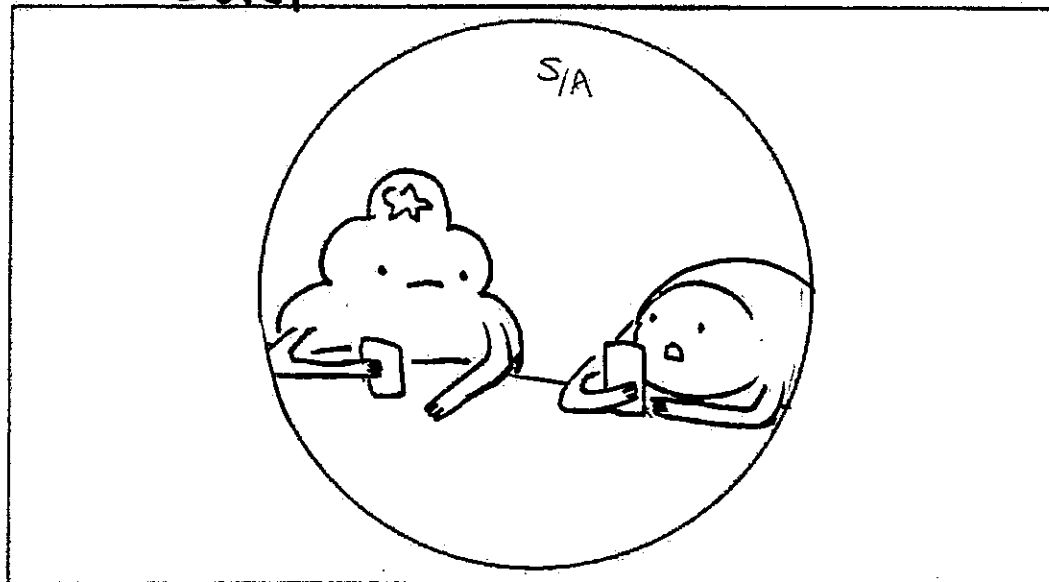
day night

Sc.

Pnl.

Bg.

day night



Dialog:

J/ NO, FROM HIGH SCHOOL.

Action:

Timing:

EPISODE #

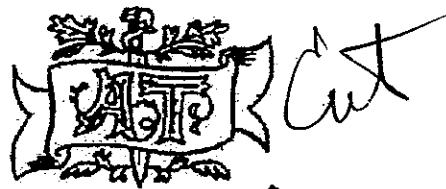
1014-160

Production :

SEP 24 2013

1014/160

1014/160



ADVENTURE TIME

Hu
Cut

Sc. 46

Pnl. A

Bg.

day night

Sc. 47

Pnl. A

Bg.

day night

Page 58

Hu
Cut

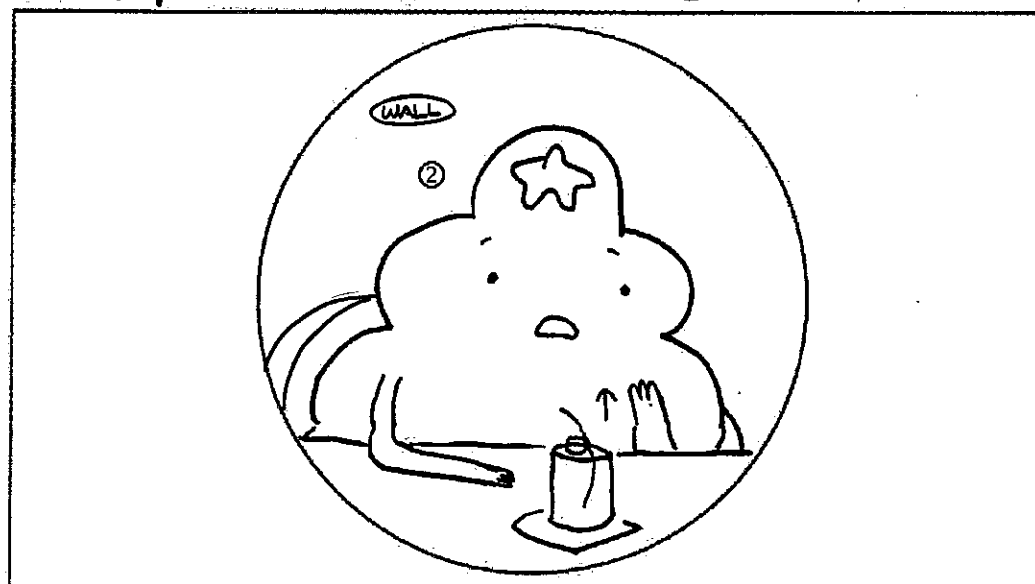
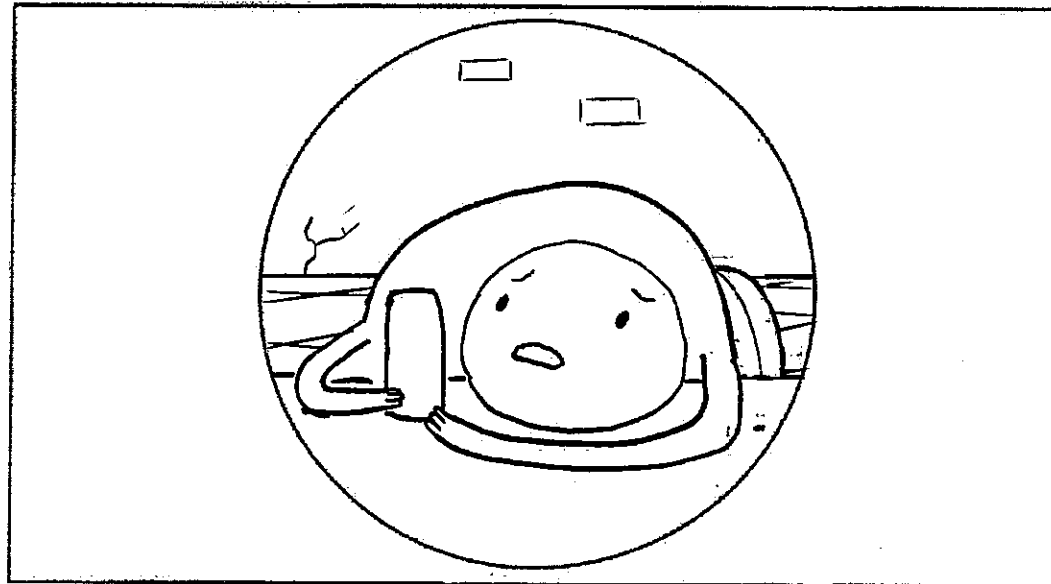
1014-160

EPISODE #

Production :

SEP 24 2013

1014/160



Dialog:

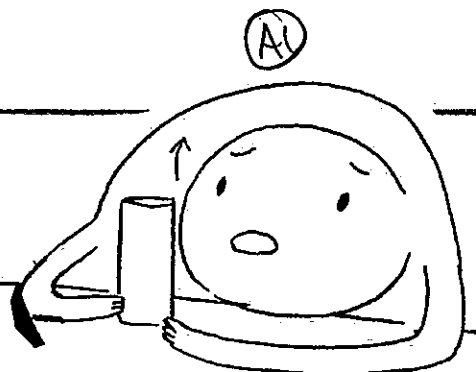
J / WE WERE LAB PARTNERS .
I'M JOHNNIE .

LSP / "UGLY JOHNNIE" ?

Action:

(LSP touches her left hand to
her face as she remembers)

Timing:



1014/160

MO
CUT

ADVENTURE TIME



Page 59

Sc. 48

Pl. A

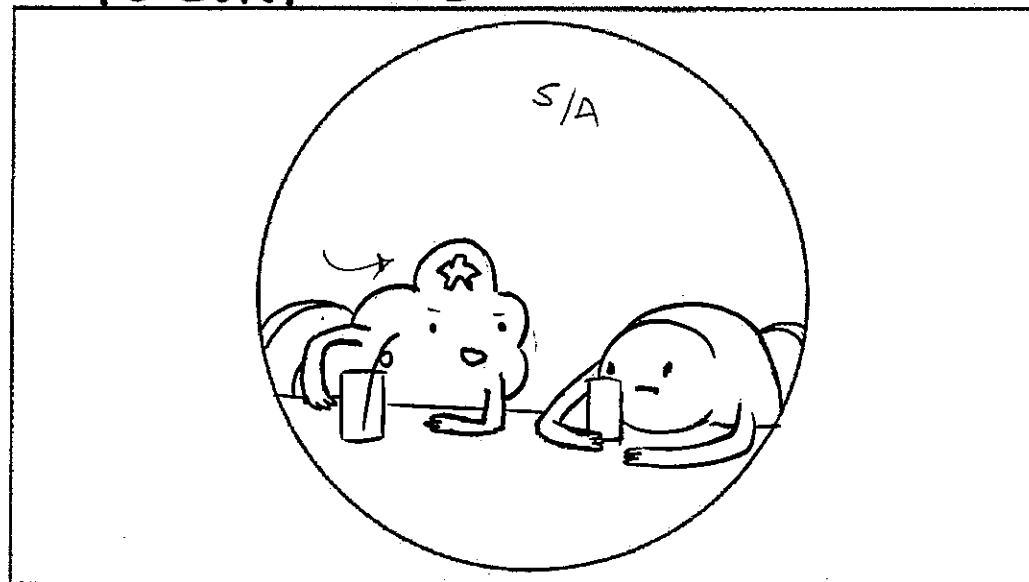
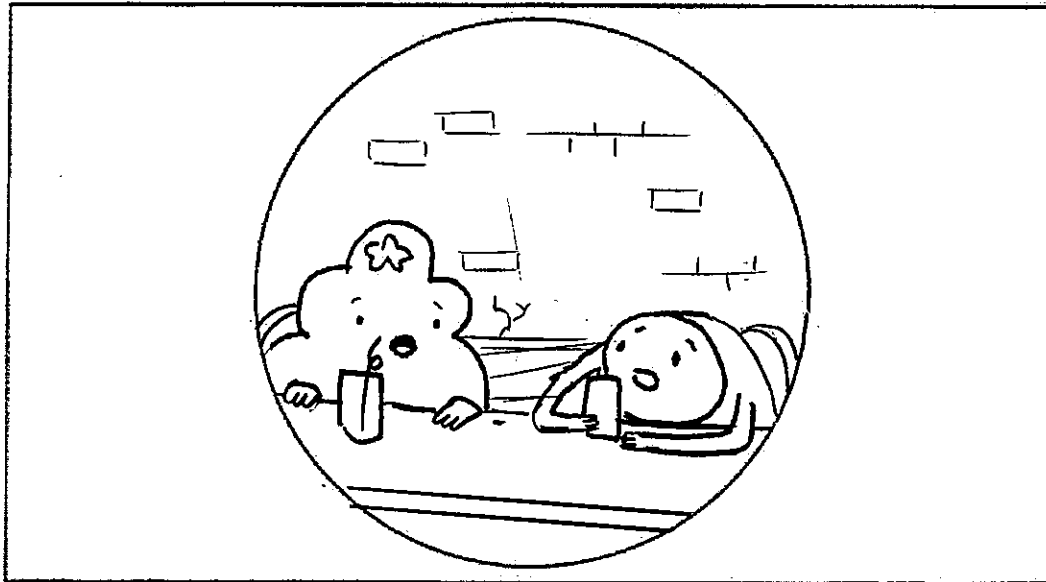
Bg.

day night

Sc. 48 CONT Pl. B

Bg.

day night



Dialog:

JOHNNIE / Y-yeah,
YOU USED TO CALL ME THAT
QUITE A BIT

LSP / YEAHHH, BUT I CAN'T
CALL YOU THAT ANYMORE.

Action:

(LSP leans into Johnnie)

Timing:

EPISODE # **1014-160**

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page **60**

Sc. **48 CONT** Pnl. **C**

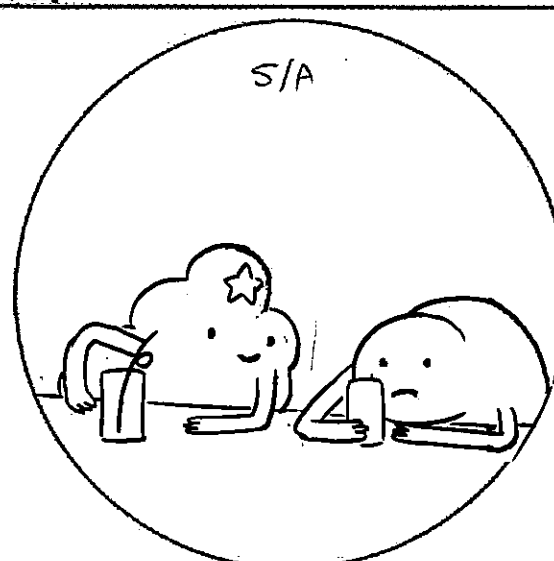
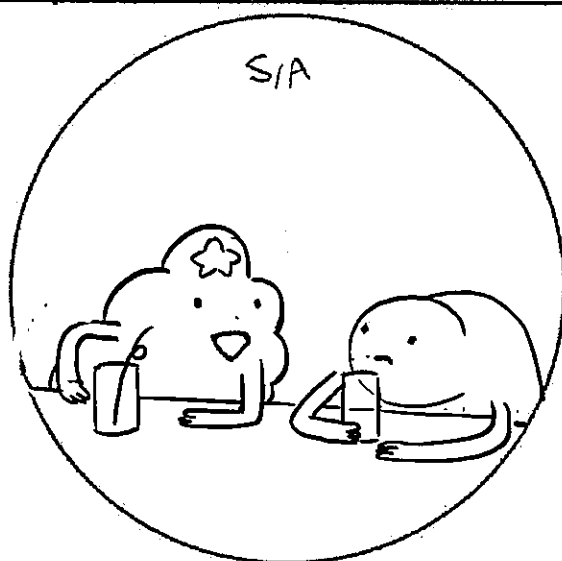
Bg.

day night

Sc. **48 CONT** Pnl. **D**

Bg.

day night



Dialog:

LSP/ COME ON, SIT UP
STRAIGHT, LEMME SEE
THEM EYES.

J/ mmm...

Action:

(Johnnie thinks about it)

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page 61

Sc. 48 CONT Pnl. E

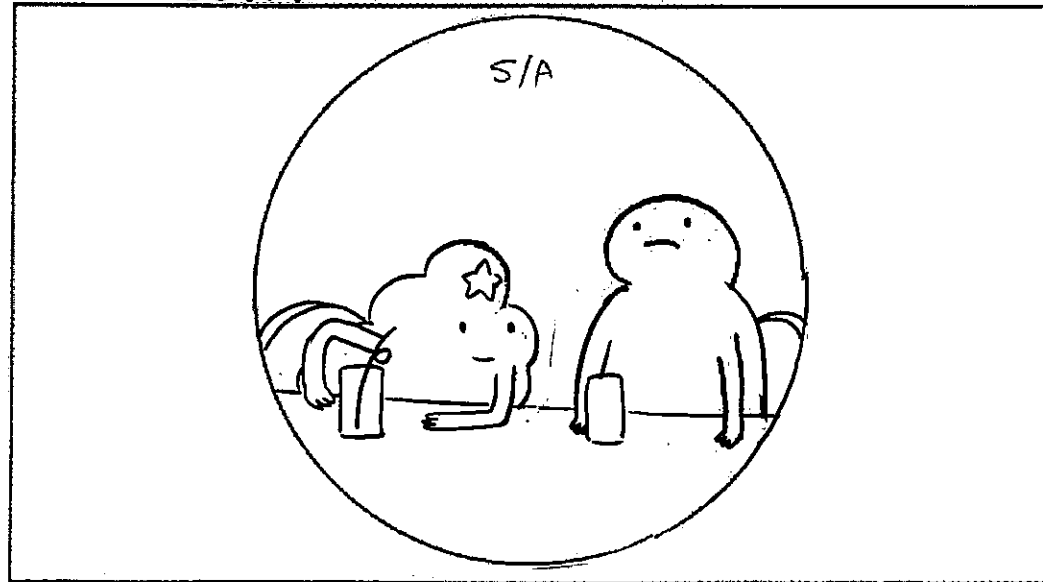
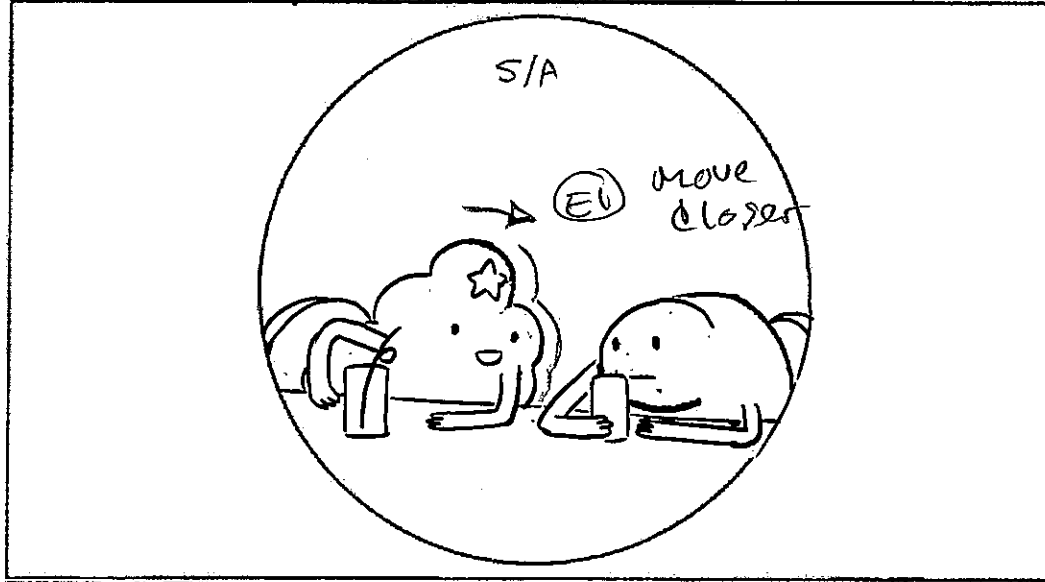
Bg.

day night

Sc. 48 CONT Pnl. F

Bg.

day night



Dialog:

LSP / DO HHH TT...

Action:

(Johnnie sits up straight)

Timing:

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

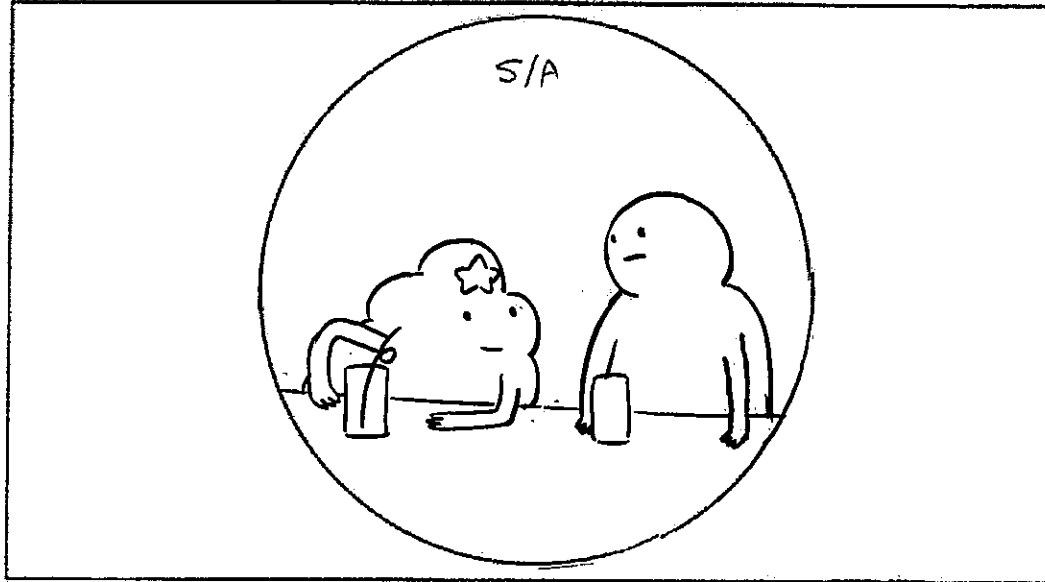
1014/160

ADVENTURE TIME



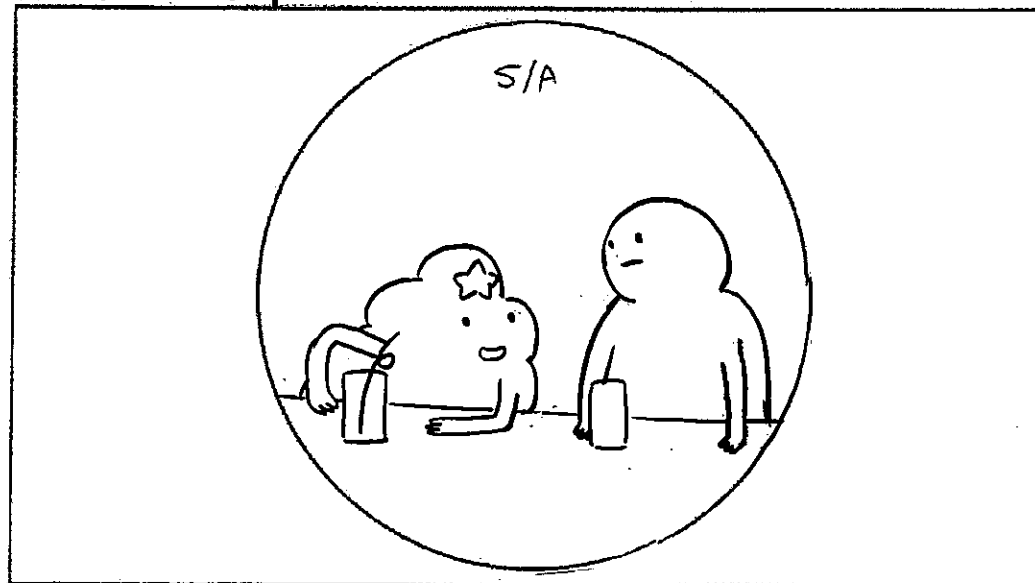
Sc. **48 CONT** Pnl. **G** Bg.

day night



Sc. **48 CONT** Pnl. **H** Bg.

day night



Dialog:

LSP / NOPE .

Action:

(Johnnie turns his head
to LSP and looks her in the eye)

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

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Ho cut

ADVENTURE TIME



Sc. 49

Pnl. A

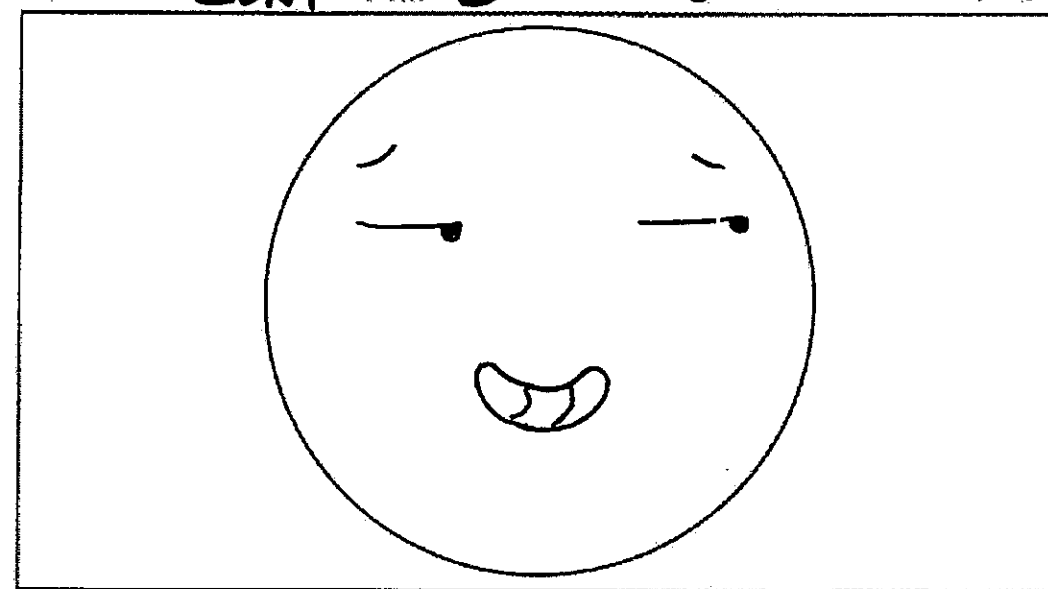
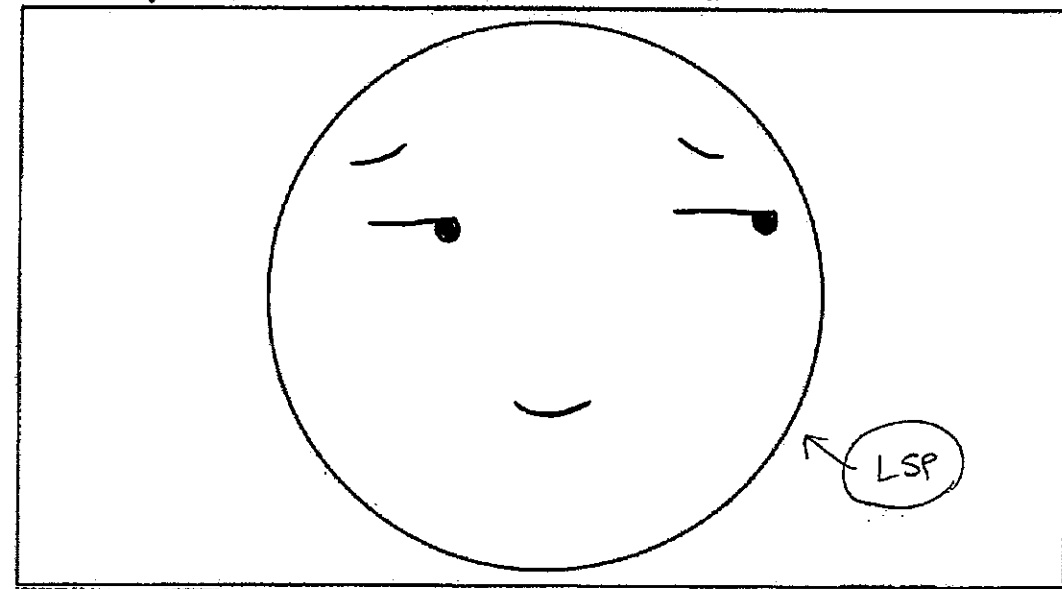
Bg.

day night

Sc. 49 CONT Pnl. B

Bg.

day night



Dialog:	LSP / CAN'T CALL YOU THAT ANYMORE.
Action:	
Timing:	

EPISODE# 1014-160

Production :
SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME

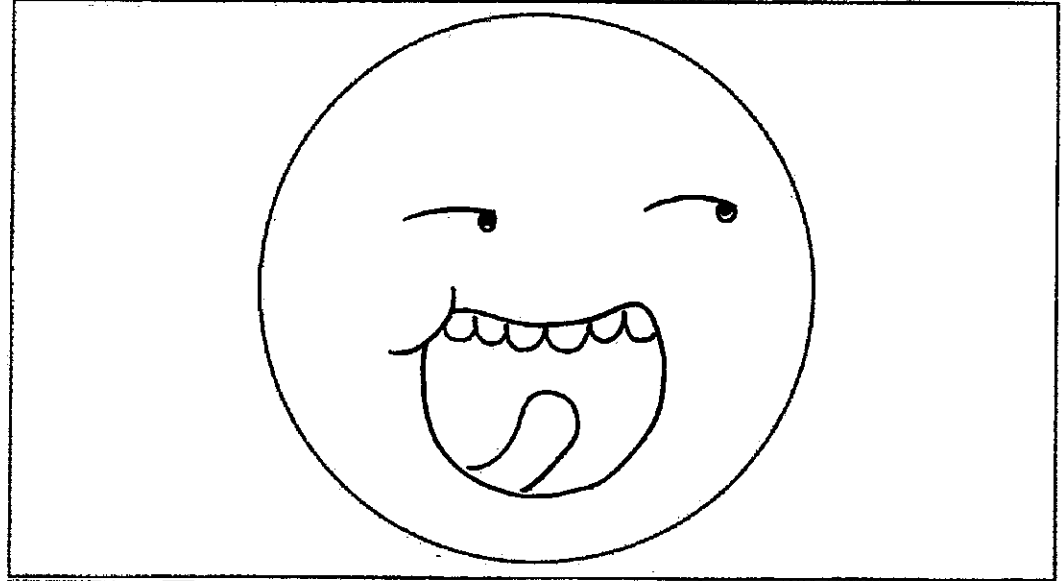


Page 64

Sc. 49 CONT. Pnl. C

Bg.

day night

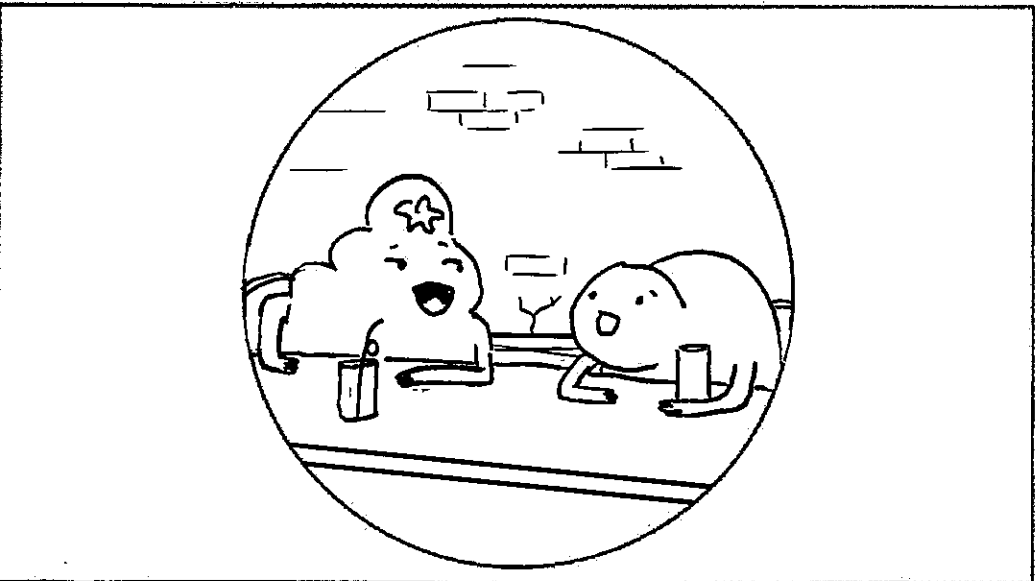


Sc. 50

Pnl. A

Bg.

day night



Dialog:
<u>LSP</u> / HAHahaha
Action:
Timing:

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page **65**

Sc. **50 CONT** Pnl. **B**

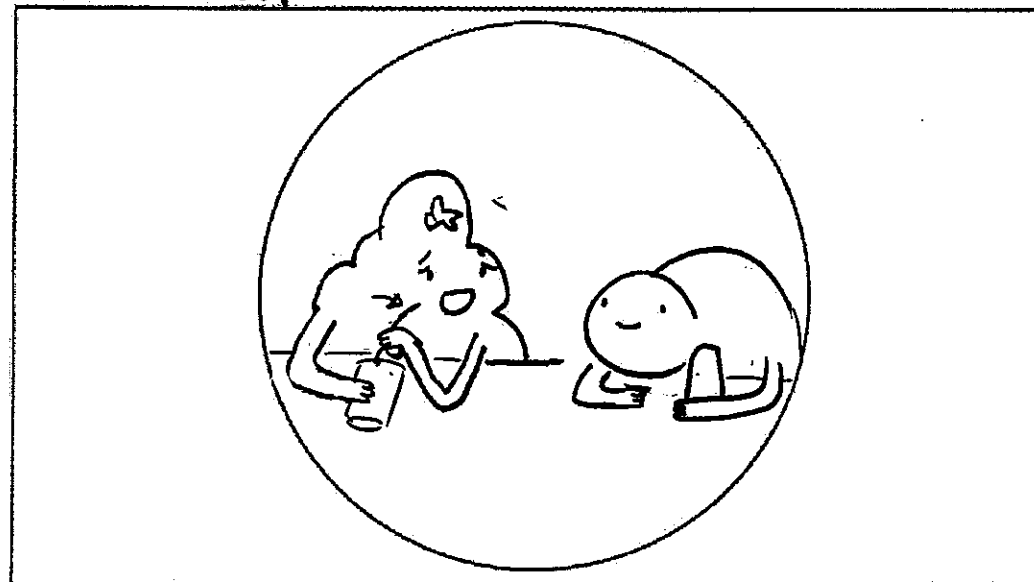
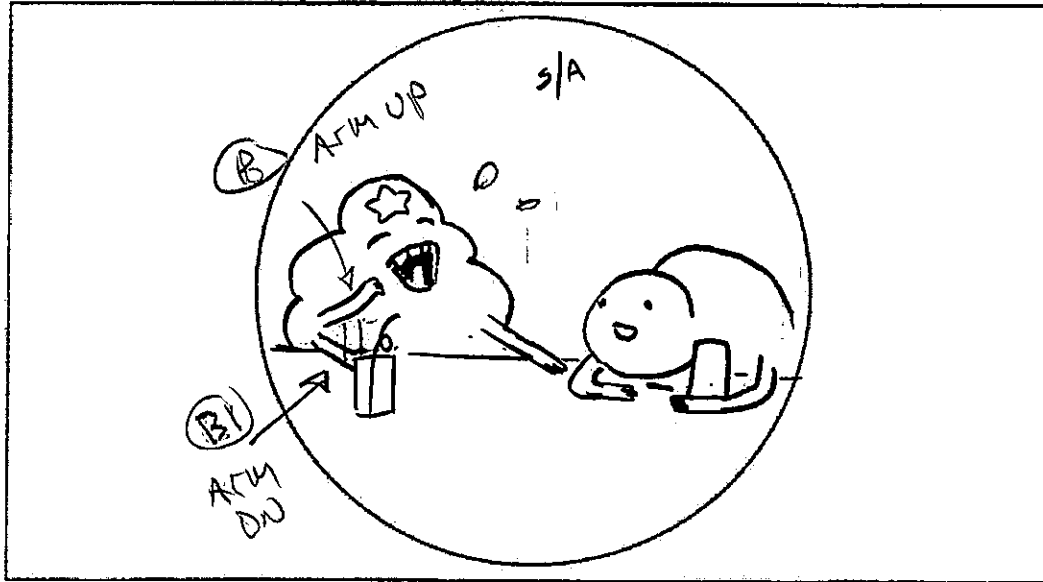
Bg.

day night

Sc. **50 CONT** Pnl. **C**

Bg.

day night



Dialog:

LSP / AHHAHAHA!

LSP / SO, WHAT BRINGS YOU
TO THE CANDY KINGDOM, JOHNNIE?

Action:

(LSP banging her
fist on the table)

(LSP plays with her drink)

Timing:



SEP 24 2013



stir straw
caw



EPISODE #

1014-160

1014/160

1014/160

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ADVENTURE TIME



Page **66**

Sc. **50 CONT** Pnl. **D**

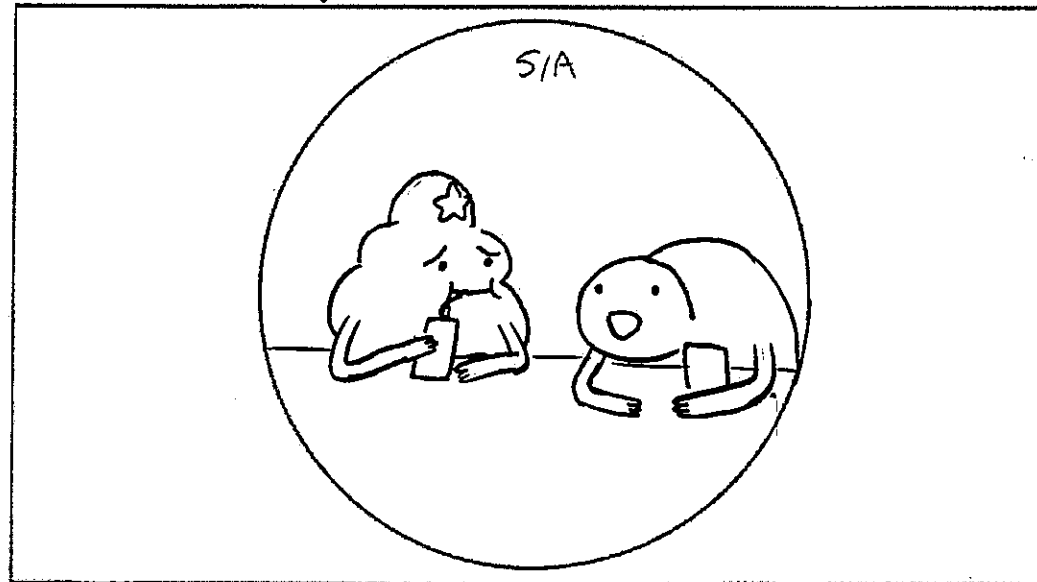
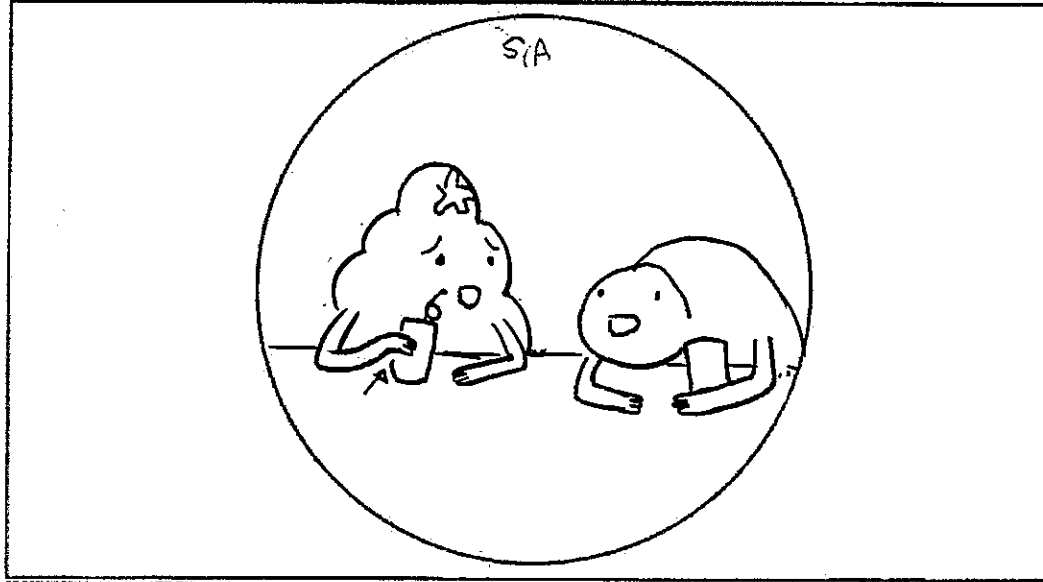
Bg.

day night

Sc. **50 CONT** Pnl. **E**

Bg.

day night



Dialog:

J/ BUSINESS, ACTUALLY

J/ I OWN MY OWN COMPANY,
BOTTLING AND DISTRIBUTING
LUMPY GAS

Action:

LSP/ (ssssip)



Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Sc. **50 CONT** Pnl. **F**

Bg.

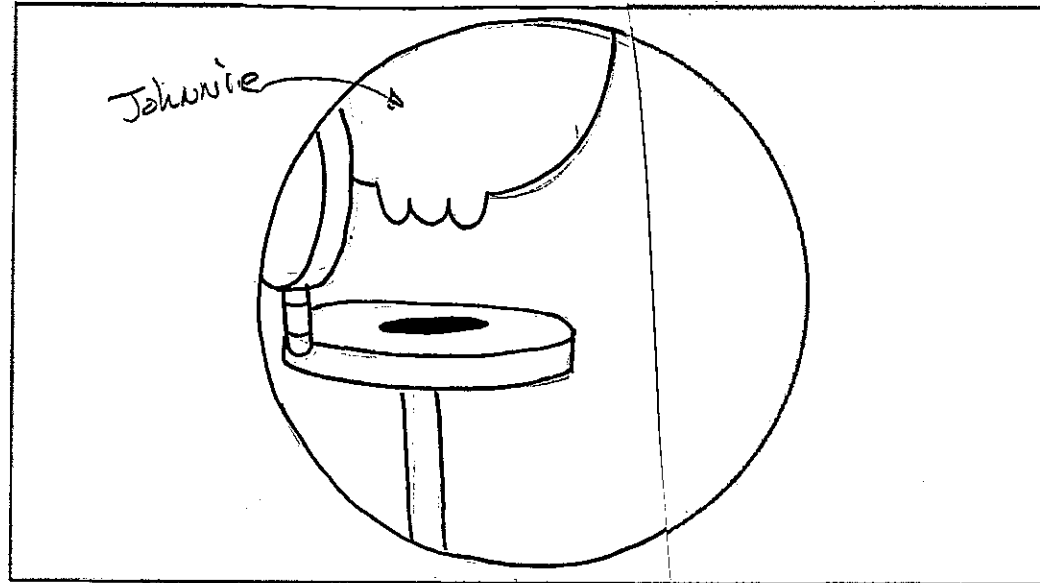
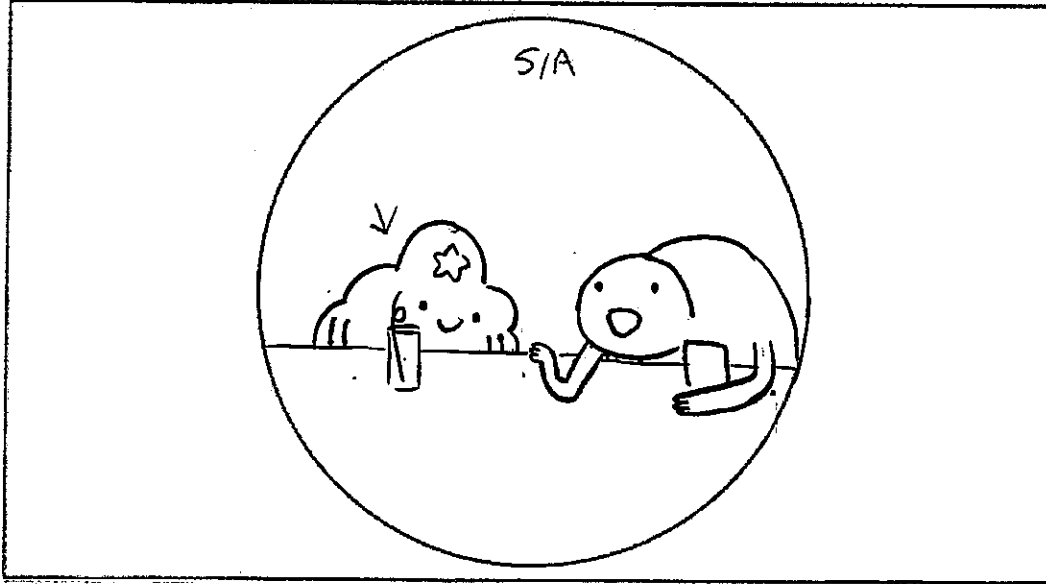
day night

Sc. **51**

Pnl. **A**

Bg.

Page **67**
day night



Dialog:

LSP / mm - Hm m

J / AND I'm UP FOR A

(F1)



(LSP reaches down
to grab her stool)

SEP 24 2013

EPISODE # **1014-160**

Production :

1014/160

ADVENTURE TIME



Sc. **51 CONT** Pnl. **B** Bg.

day night

Sc. **51 CONT** Pnl. **C** Bg.

Page **68**
day night

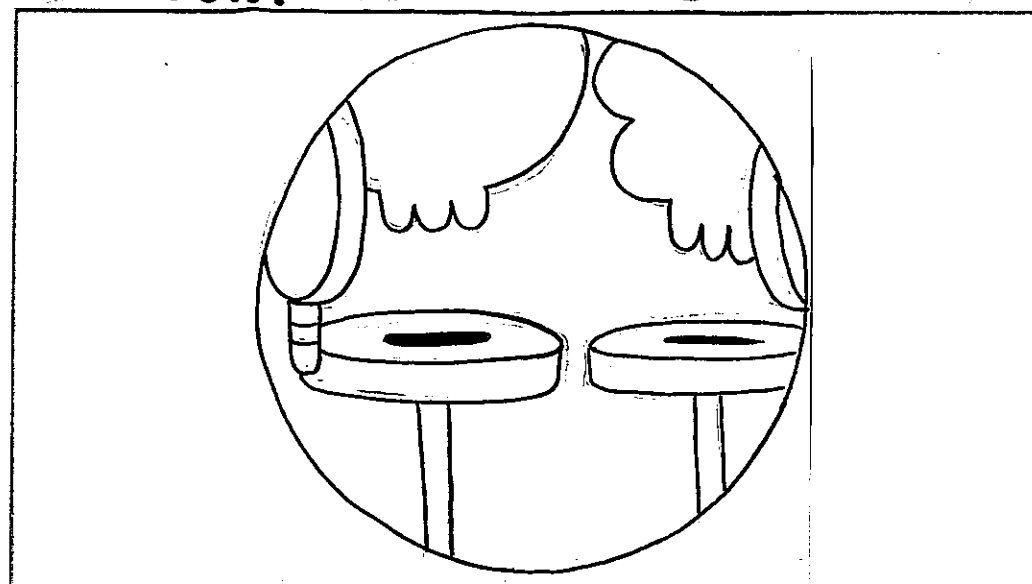
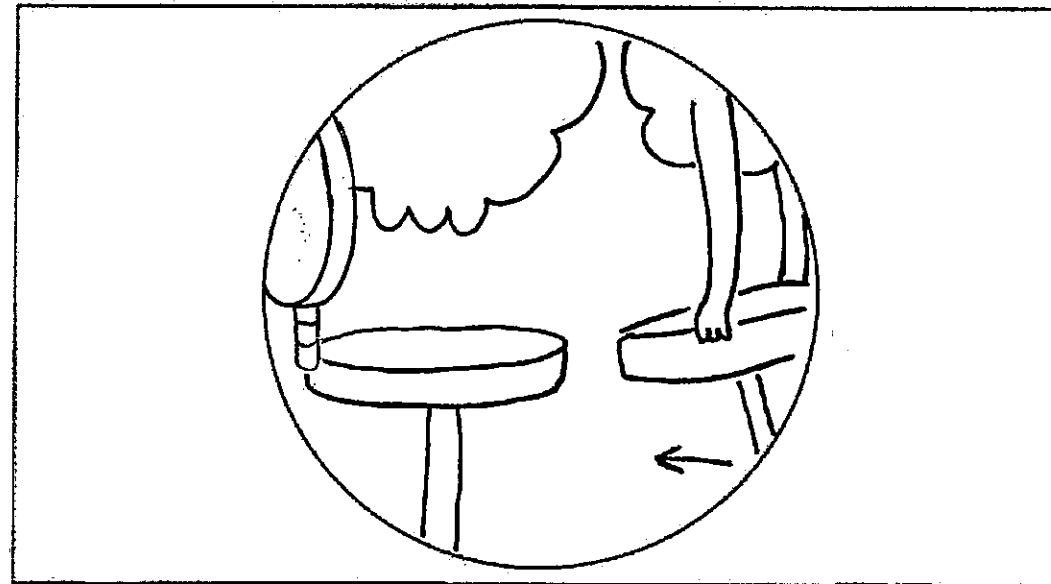
68A-NEXT

Cont

1014-160

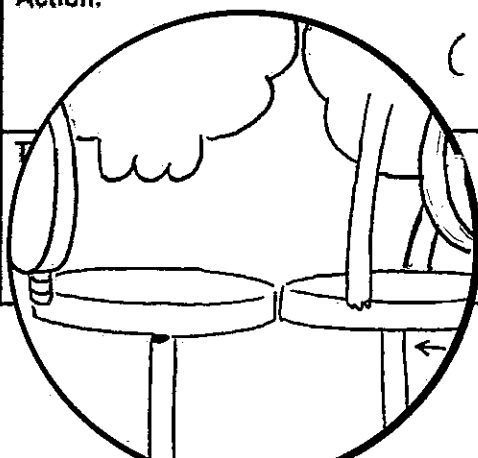
EPISODE #

Production :



Dialog: J / BIG CONTRACT ... J / .. (OS) HERE IN THE KINGDOM..

Action: (LSP Moves her stool closer to Johnnie's)



B1

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Sc. 51A

Pl. A

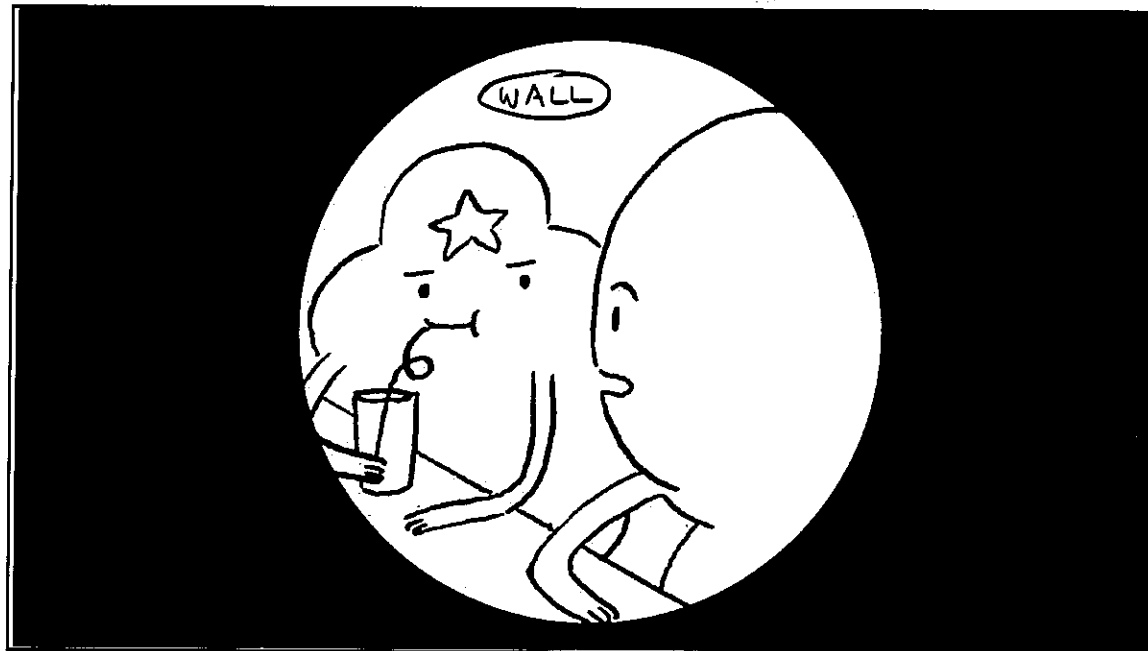
Bg.

day night

Sc. 51A *CONT.* Pl. B

Bg.

Page 68A
68B-NEXT
day night



Dialog:

J: Which could really

J: Help my business

Action:

(A)

Sucks
on
straw.

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

ADVENTURE TIME



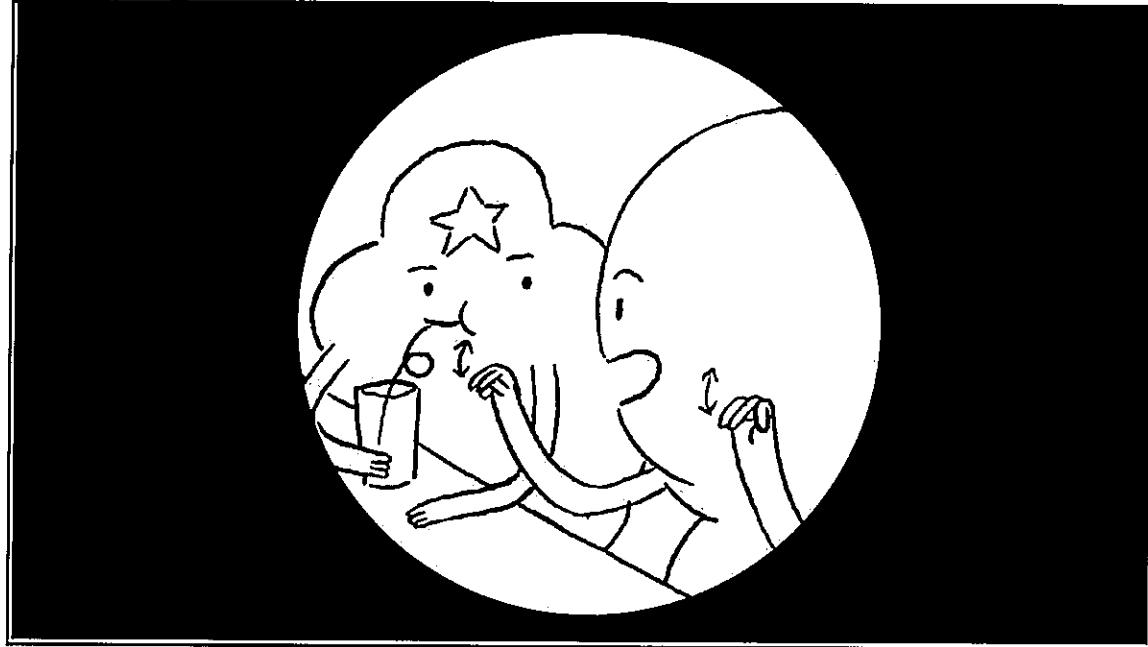
Page 68B

68C. NEXT
day night

Sc. 51A **CONT** Pnl. C

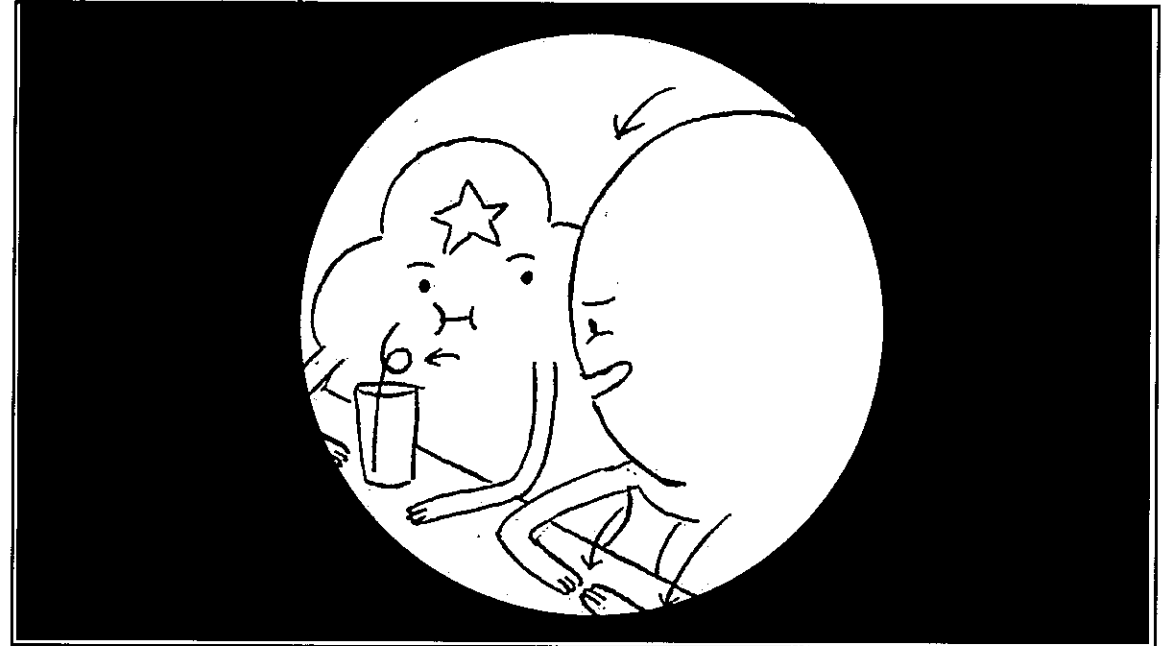
Bg.

day night



Sc. 51A **CONT.** Pnl. D

Bg.



Dialog:

J: "Take off"...

J: so to speak

Action:

Johnnie makes air quotes motion

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

1014/160

HW
Cut

ADVENTURE TIME



Page 68C

69-NEXT
day night

HW
Cut

Sc. 51B

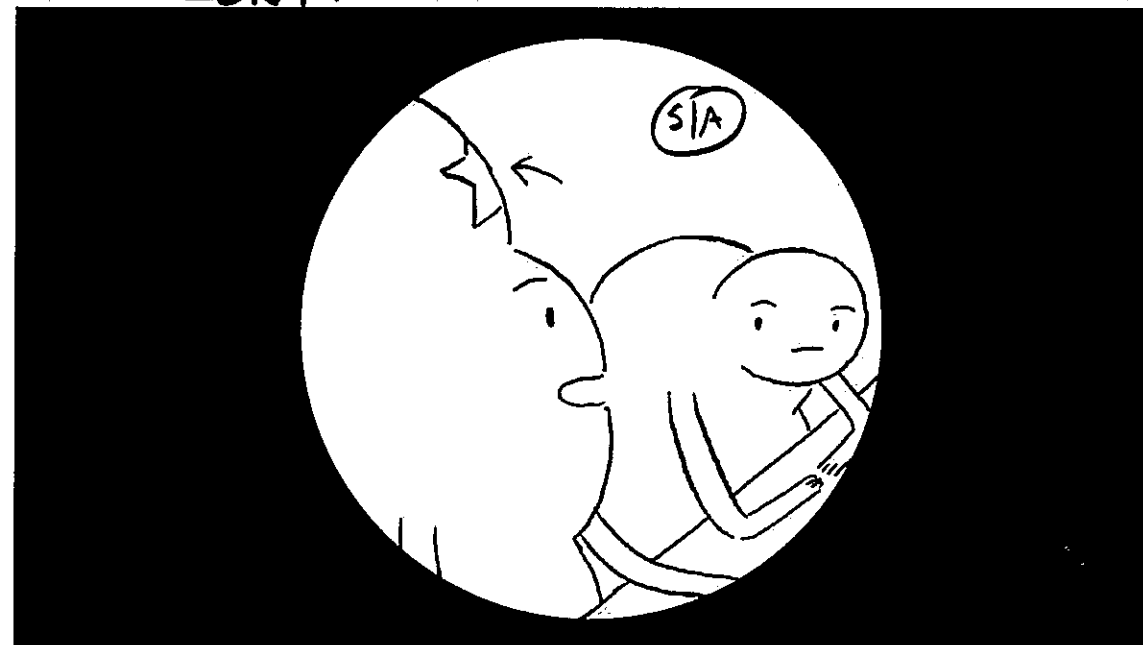
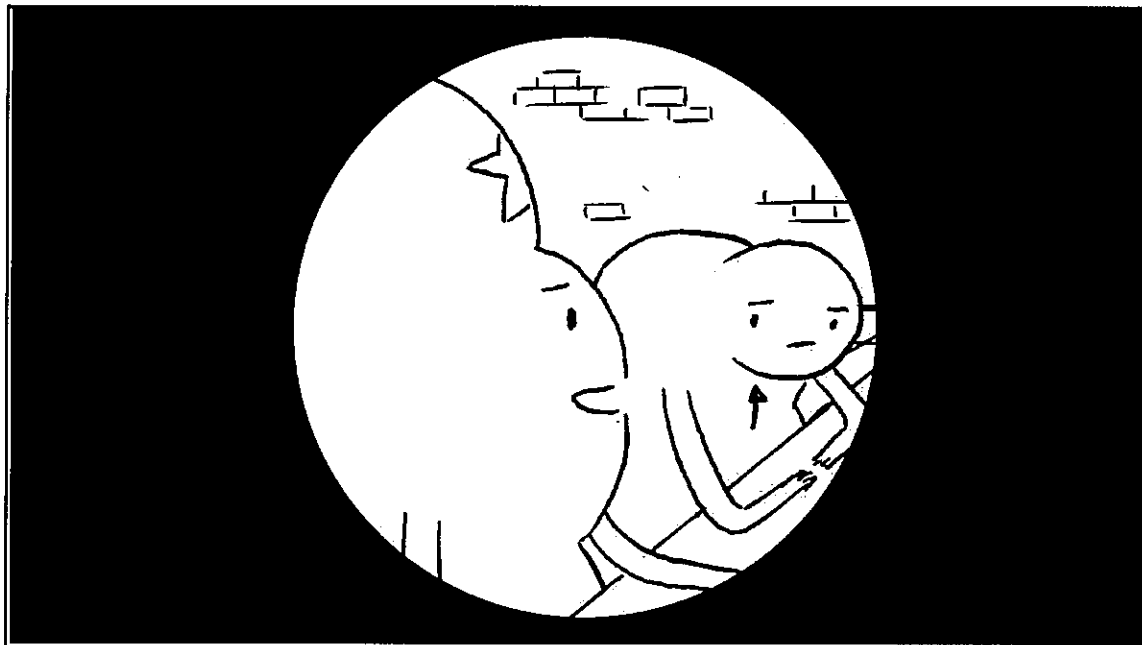
Pnl. A

Bg.

day night

Sc. 51B CONT. Pnl. B

Bg.



Dialog:

LSP: That's so cool...

Action:

Timing:



LSP: You're like your own boss or whatever

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

Hu
cut

ADVENTURE TIME



Page **69**

Sc. **52**

Pnl. **A**

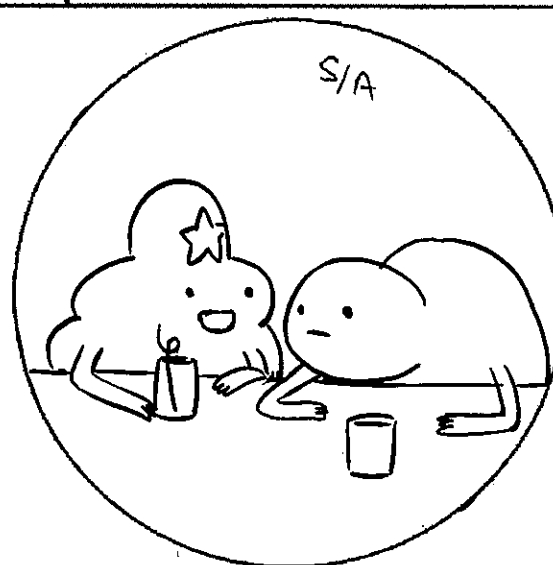
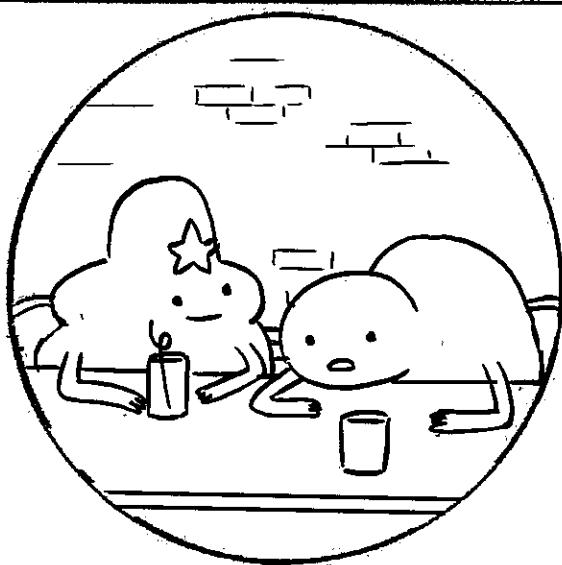
Bg.

day night

Sc. **52 CONT** Pnl. **B**

Bg.

day night



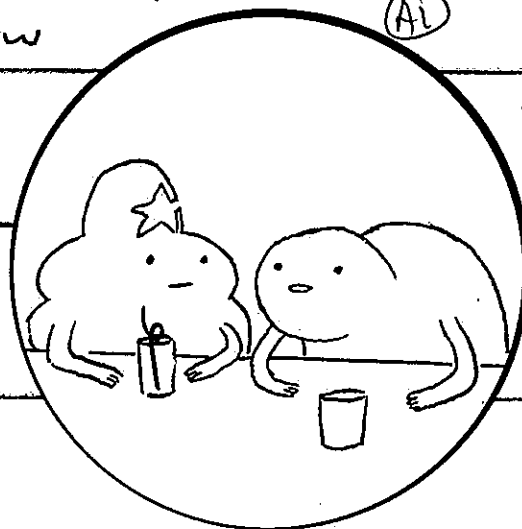
Dialog:

Well,
J / TO BE HONEST, I'M
A LITTLE NERVOUS ABOUT THIS
MEETING TOMORROW

LSP / WHY JOHNNIE ?

Action:

Timing:



EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Page 70

Sc. 52 CONT Pnl. C

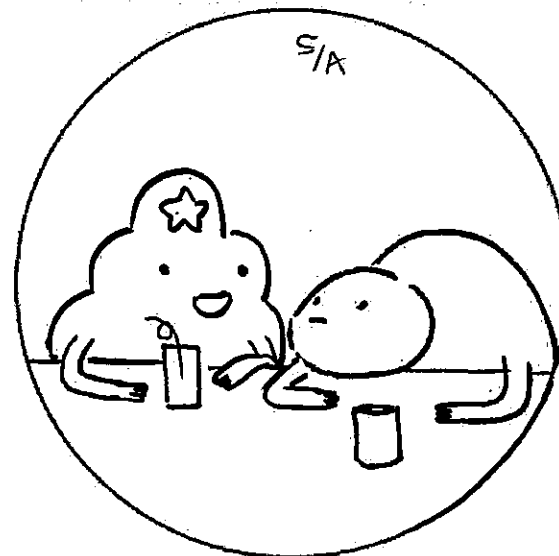
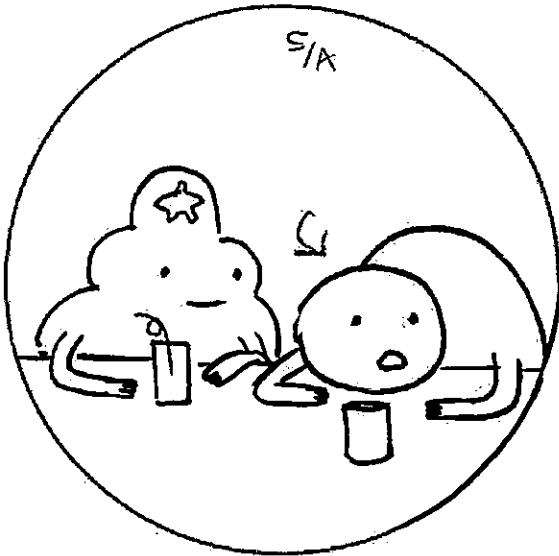
Bg.

day night

Sc. 52 CONT Pnl. D

Bg.

day night



Dialog:

J / I'M BAD AT TALKING
TO PEOPLE

1. LSP / THAT'S BECAUSE YOU
HAVE POOR POSTURE.

2. J / REALLY ?



Action:

(D)

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



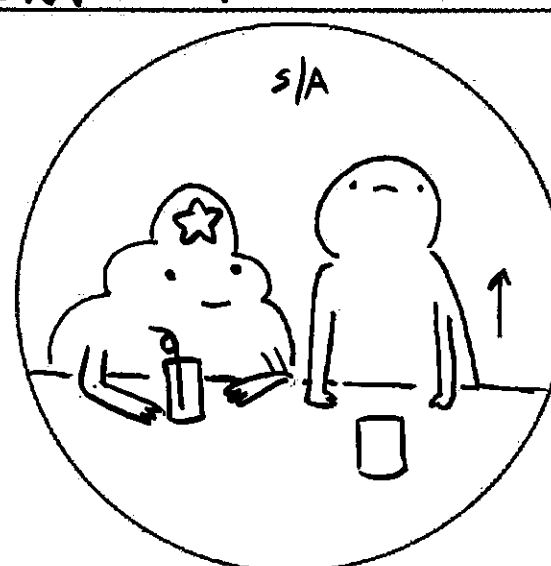
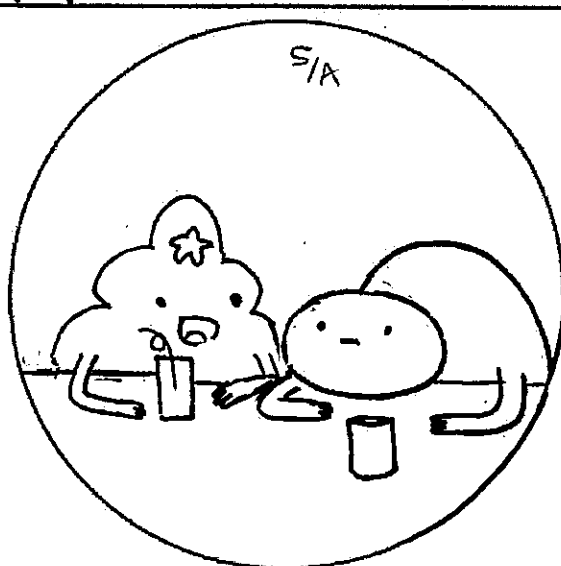
Page 71

Sc. 52 CONT Pnl. E Bg.

day night

Sc. 52 CONT Pnl. F Bg.

day night



Dialog:

LSP / YOU GOTTA STOP SLOUCHING
AND LOOK PEOPLE IN THE EYE

Action:

(Johnnie straightens up)

Timing:

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

10147160

ADVENTURE TIME



Page 72

Sc. 52 CONT Pnl. G

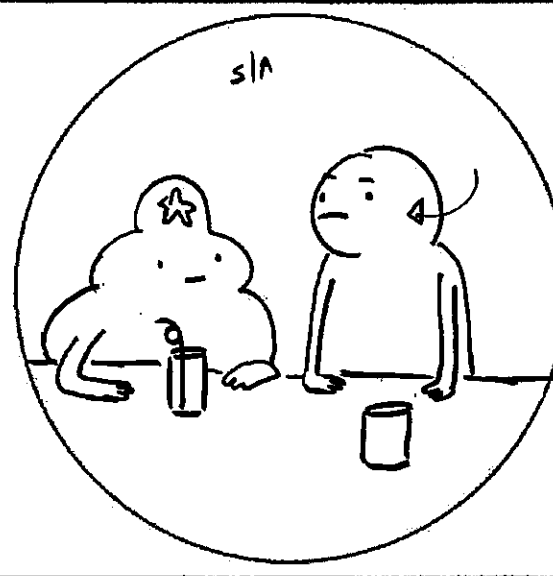
Bg.

day night

Sc. 52 CONT Pnl. H

Bg.

day night



Dialog:

LSP / NOW LOOK ME
IN THE EYE

Action:

(Johnnie looks her
in the eye)

Timing:

EPISODE # 1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

ADVENTURE TIME

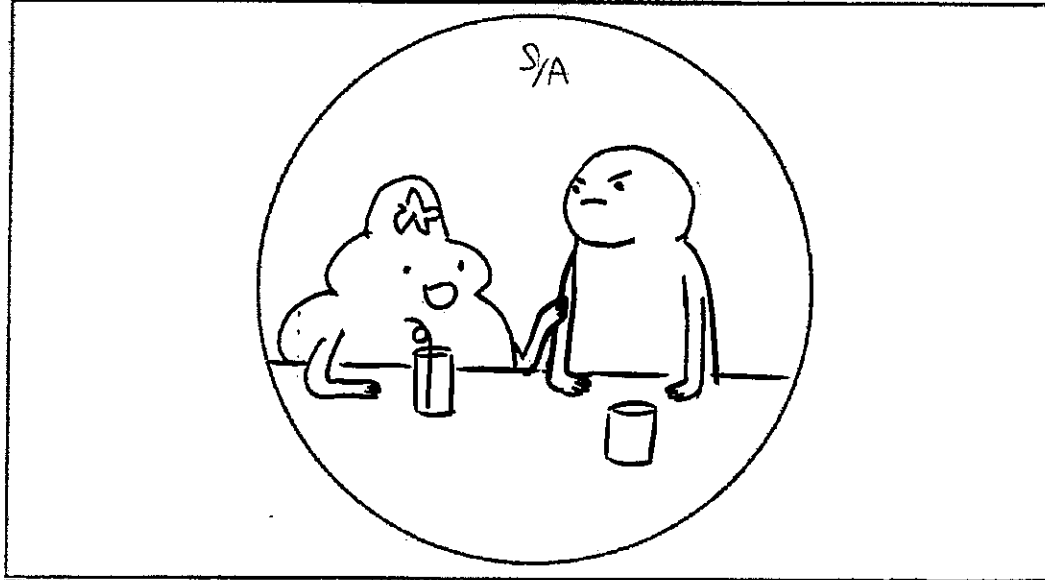


Page **73**

Sc. **52 CONT** Pnl. **I**

Bg.

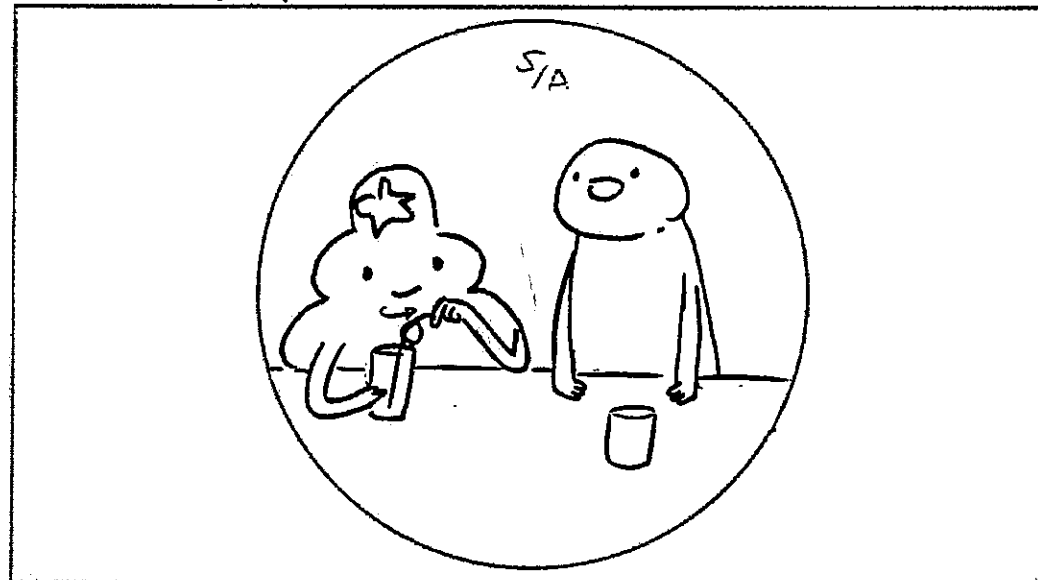
day night



Sc. **52 CONT** Pnl. **J**

Bg.

day night



1014-160

EPISODE #

Dialog:

LSP / YEAH, STAY LIKE THAT.

J / BOY, LSP, YOU SURE ARE
MAKING ME FEEL GOOD ABOUT

Action:

MYSELF!

Timing:



Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page **74**

Sc. **52-CONT** Pnl. **K**

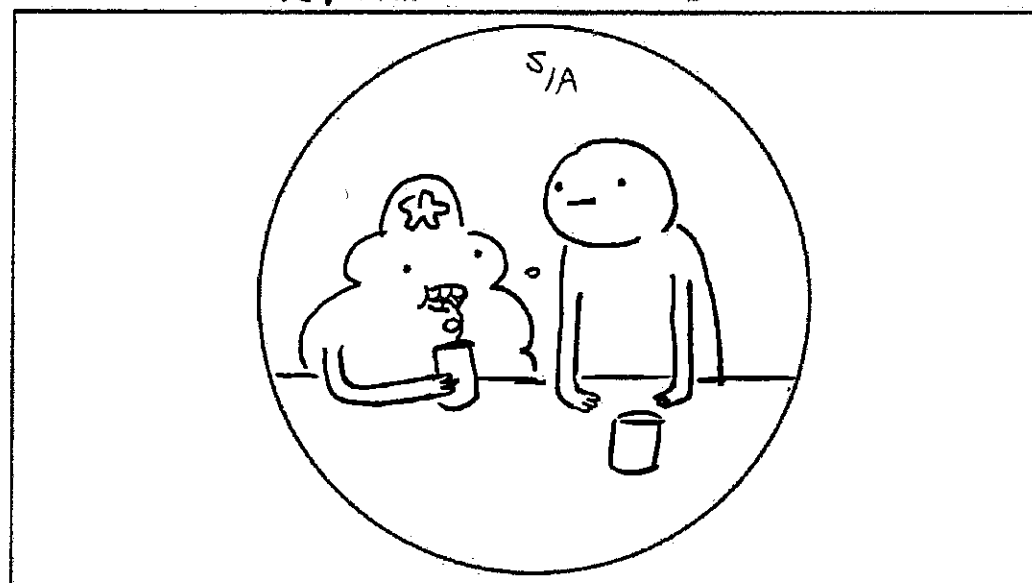
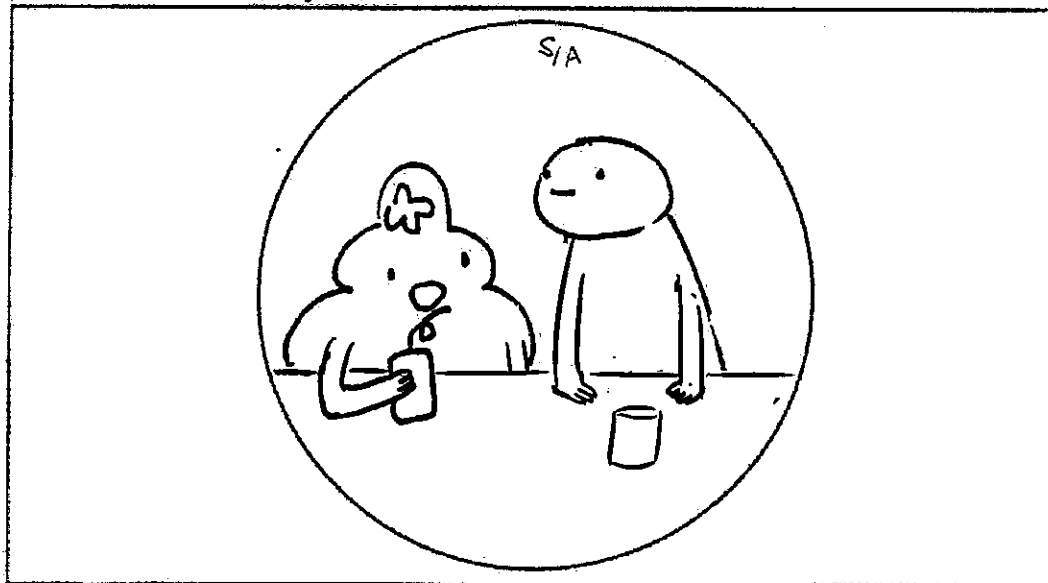
Bg.

day night

Sc. **52 CONT** Pnl. **L**

Bg.

day night



Dialog:

LSP/ YOU FEELING GOOD
MAKES ME FEEL GOOD, JOHNNIE

(STRAW IN MOUTH)
LSP/ SO, WHERE ARE YOU
STAYING WHILE YOU'RE
IN TOWN?

Action:

(LSP says her line while she
has her drink straw in her mouth)

Timing:



-LSP bites down on straw

EPISODE # **1014-160**

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page 75

Sc. 52 CONT Pnl. M

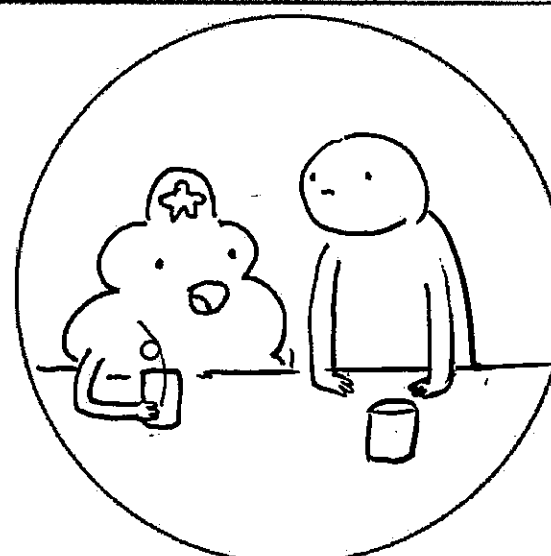
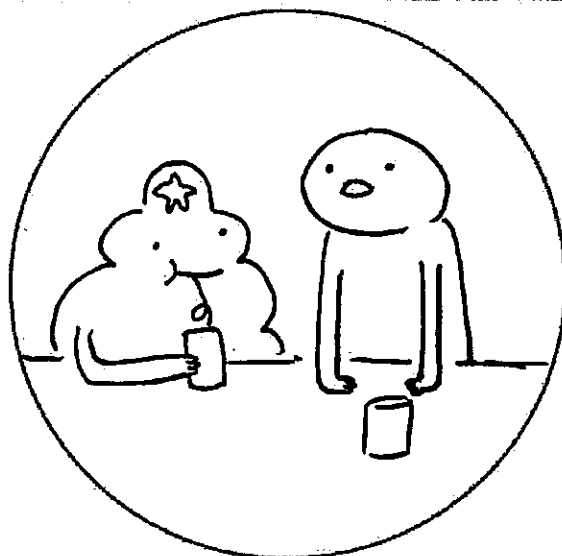
Bg.

day night

Sc. 52 CONT Pnl. N

Bg.

day night



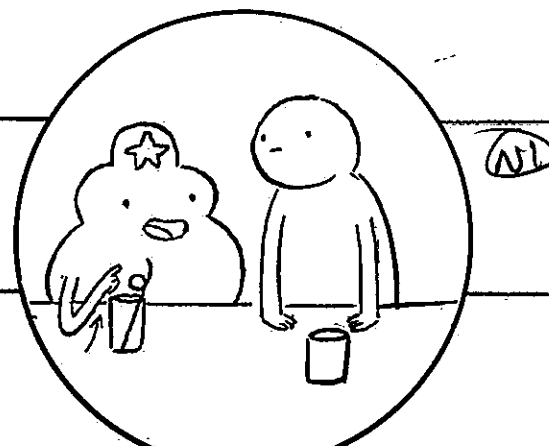
Dialog:

J / I'M SUBLETTING A
FRIEND'S APARTMENT.

LSP / TALK IS CHEAP, JOHNNIE.
... YOU SHOULD TAKE ME THERE.

Action:

Timing:



EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



*cut w/wipe
w post*

Page **76**

Sc. **52 CONT** Pnl. **①**

Bg.

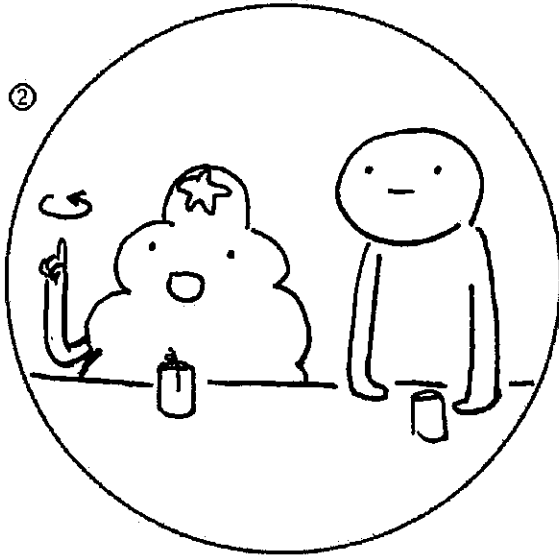
day night

Sc. **52 CONT**, Pnl.

Bg.

day night

②



Dialog:

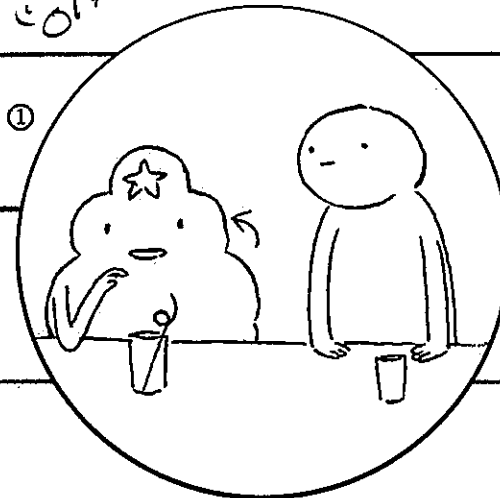
Action:

- (1) LSP turns and (2) motions for the check

Timing:

cut

①



EPISODE # **1014-160**

Production :

SEP 24 2013

1014/160

1014/160

cut
w/wipe
post

ADVENTURE TIME



Page **77**

Sc. **53**

Pnl. **A**

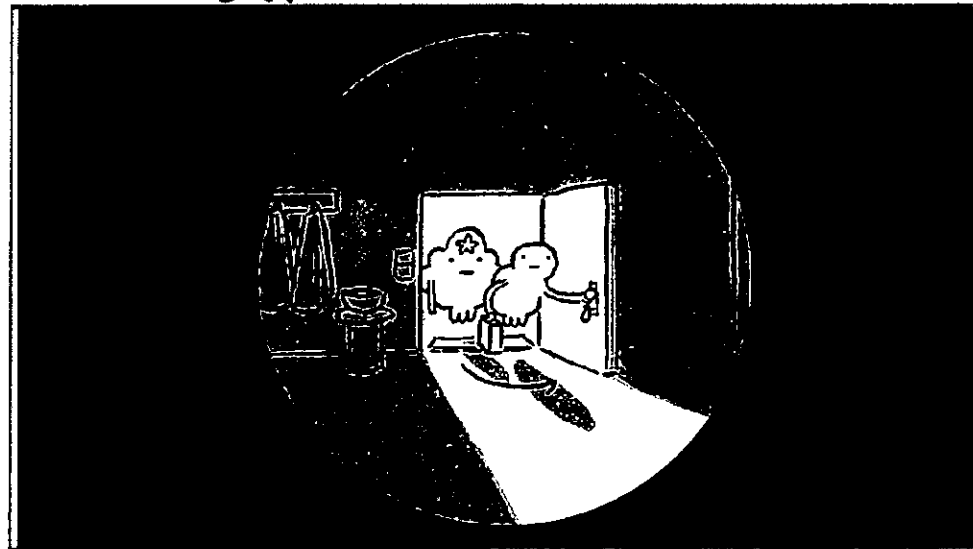
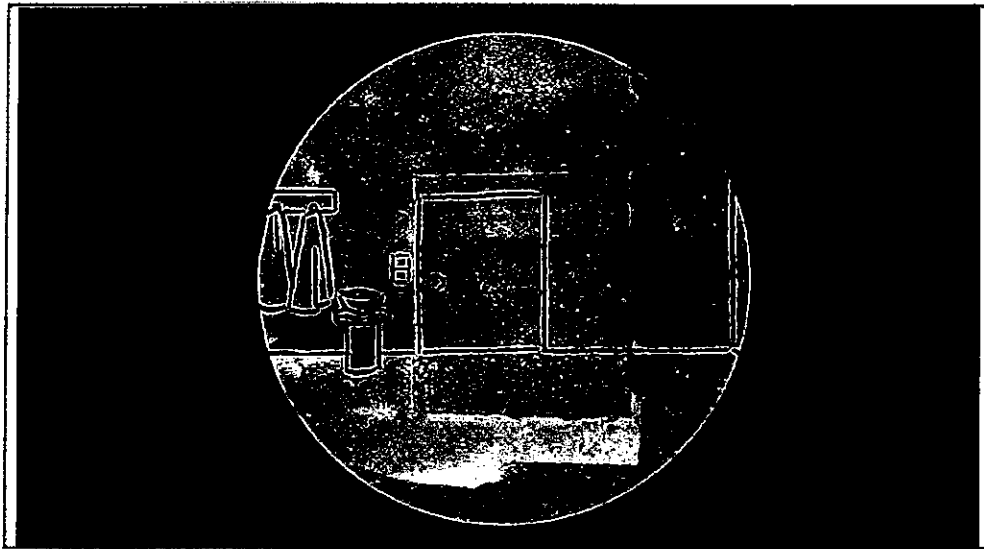
Bg.

day night

Sc. **53 CONT** Pnl. **B**

Bg.

day night



EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

Dialog:	<u>SFX: (KEYS)</u>	
Action:	(INT. DARK APARTMENT	DOOR SWINGS OPEN
Timing:		

1014/160

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ADVENTURE TIME

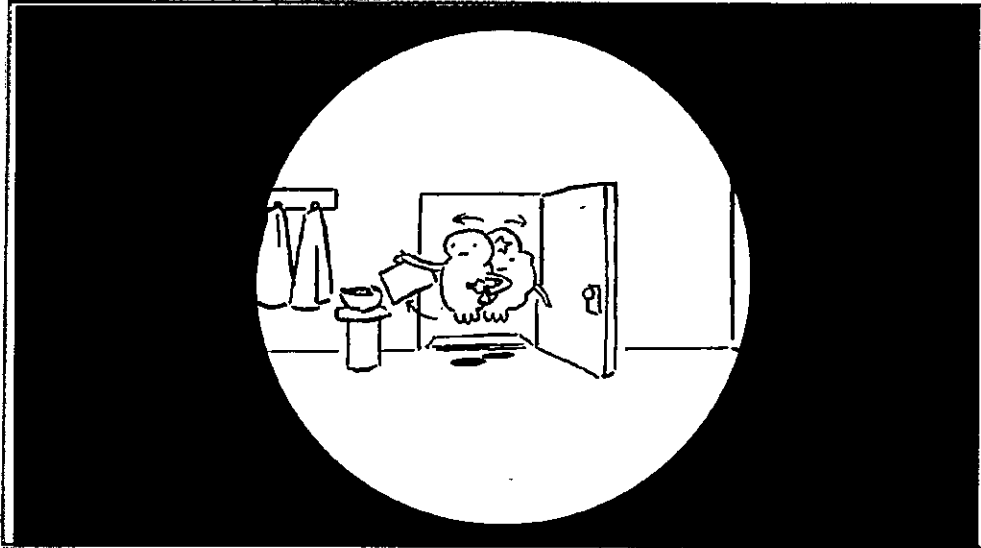


Page **78**

Sc. **53** CONT Pnl. **C**

Bg.

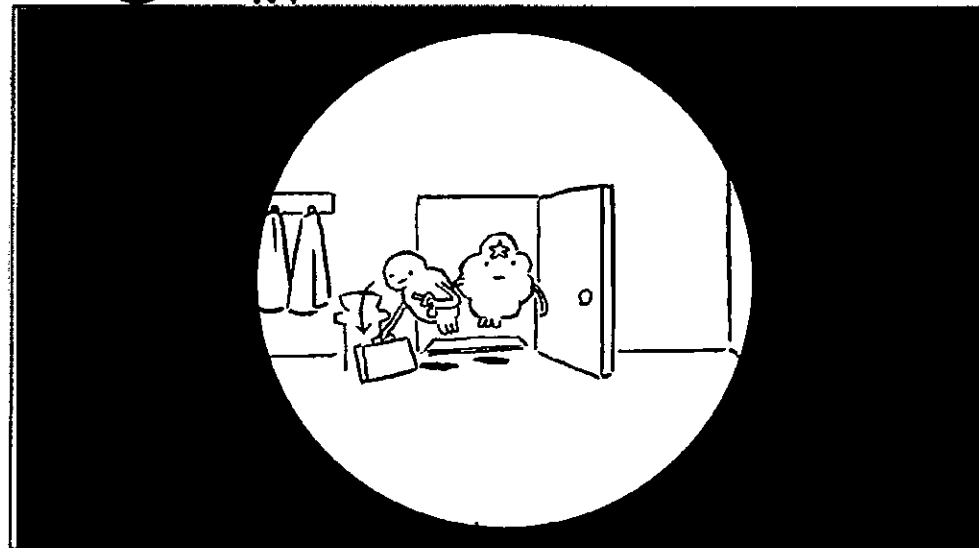
day night



Sc. **53** CONT Pnl. **D**

Bg.

day night



EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

Dialog:	
Action:	Johnnie turns on light. As he grabs keys from door Johnnie puts down briefcase
Timing:	

1014/160

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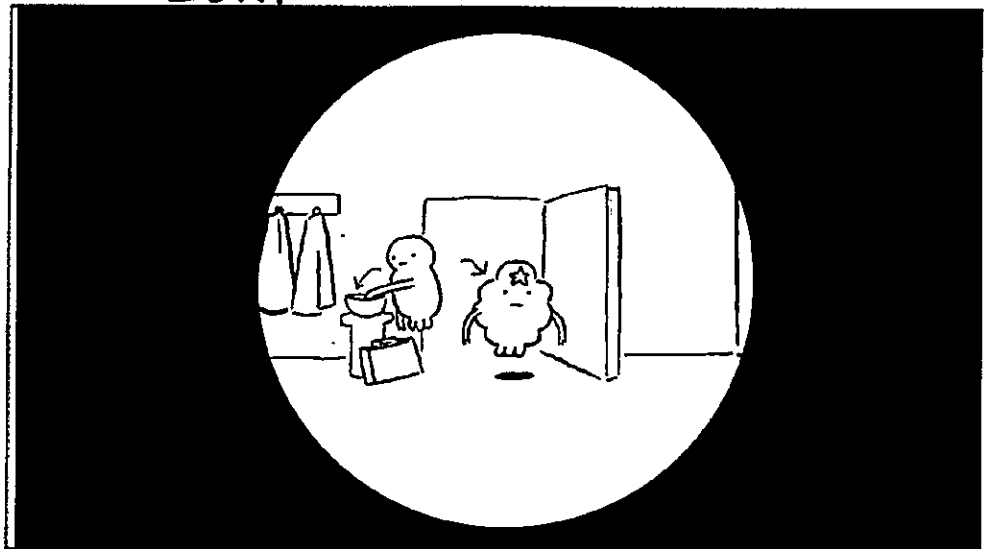
ADVENTURE TIME



Sc. 53 CONT Pnl. E

Bg.

day night



Sc. 53 CONT Pnl. F

Bg.

Page 79
79A NEXT
day night



EPISODE # 1014-16U

Production :

SEP 24 2013

1014/160

Dialog:

Action:

- Johnnie puts keys in little bowl next to door

-Johnnie grabs edge of door

Timing:

LSP enters and floats
into room



ADVENTURE TIME

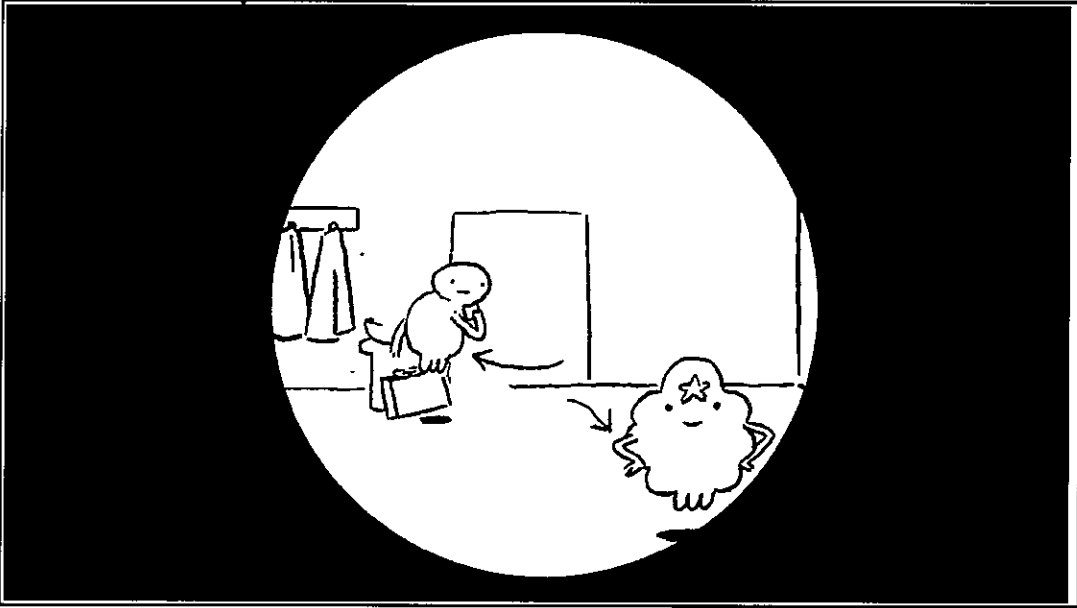


Sc. 53 **CONT.**

Pnl. G

Bg.

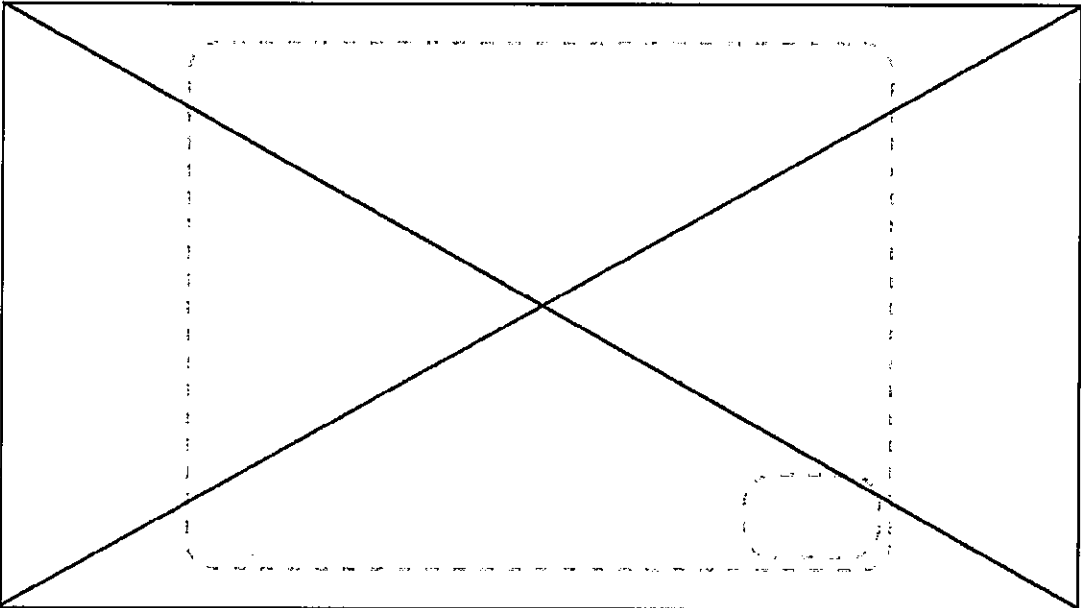
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

— Johnnie shuts door

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

ADVENTURE TIME



Sc. 53

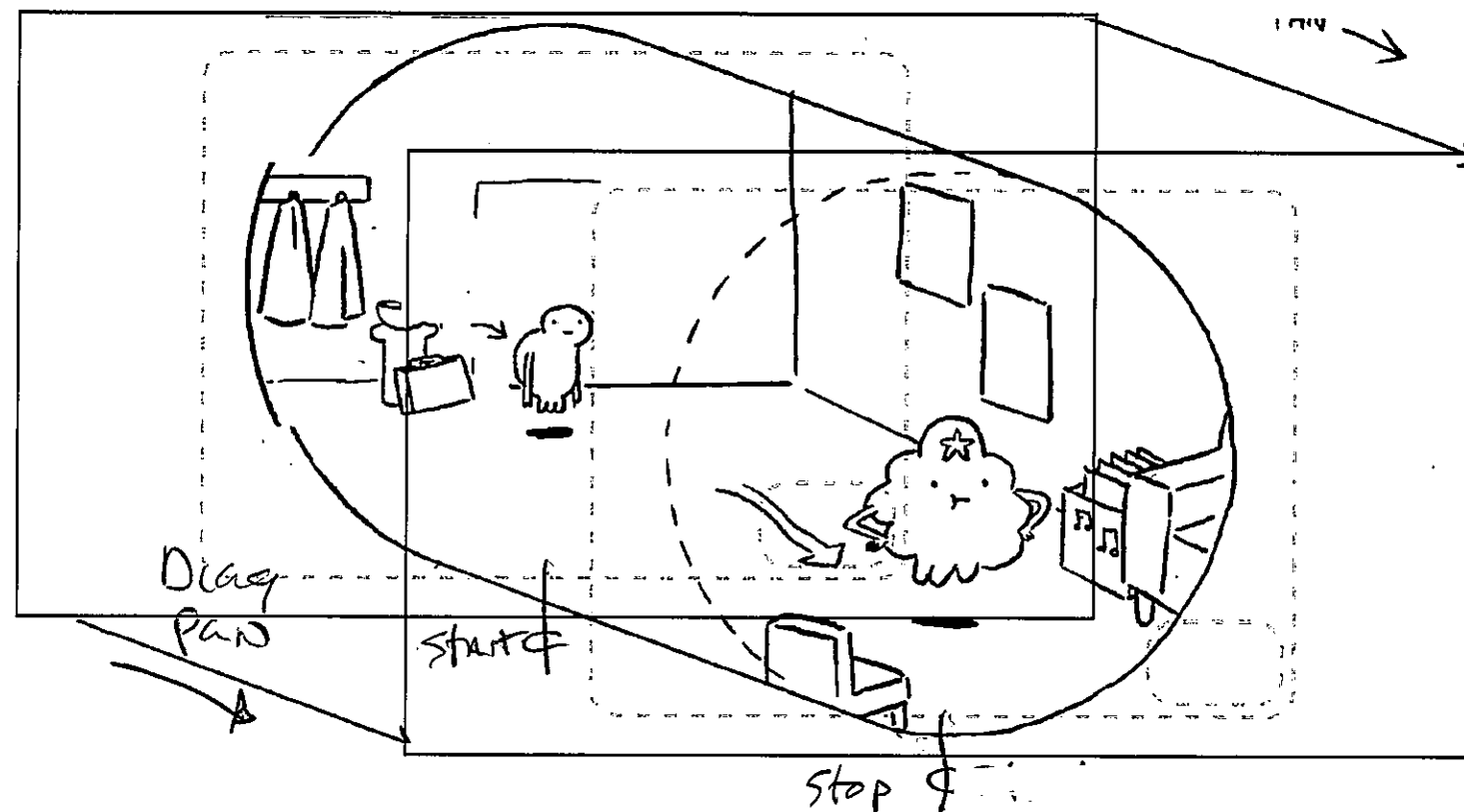
CONT.

Pnl. H

Bg.

Page 79B

79C-NEXT
day night



Dialog:

Action: -camera pan
Camera moves w/ LSP
Johnnie Floats down to her

Timing:

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page 79C

79D-NEXT
day night

Sc. 53 **CONT**

Pnl. I

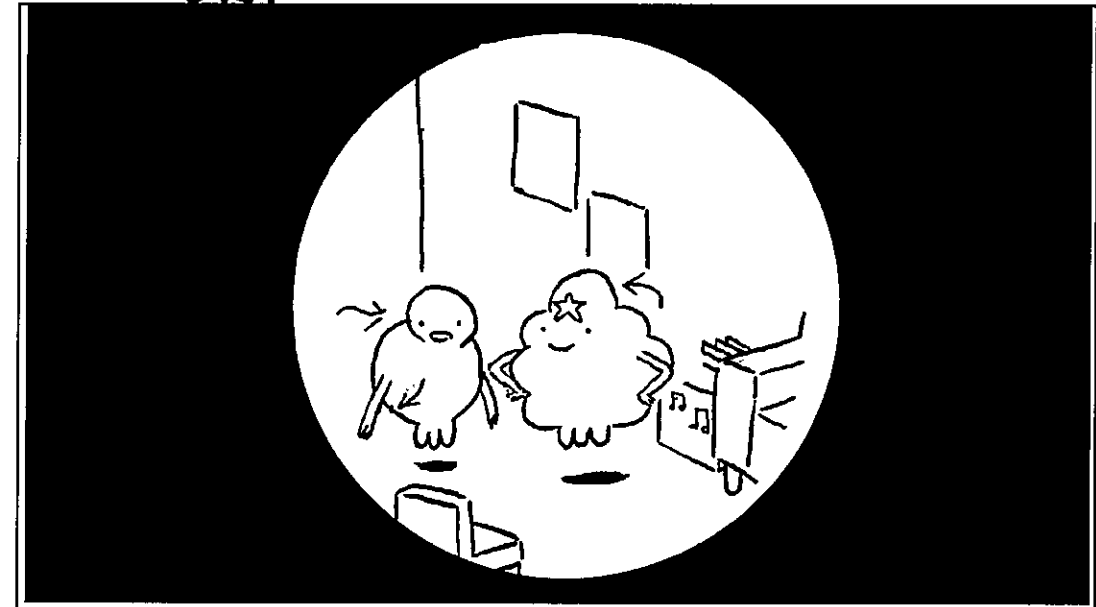
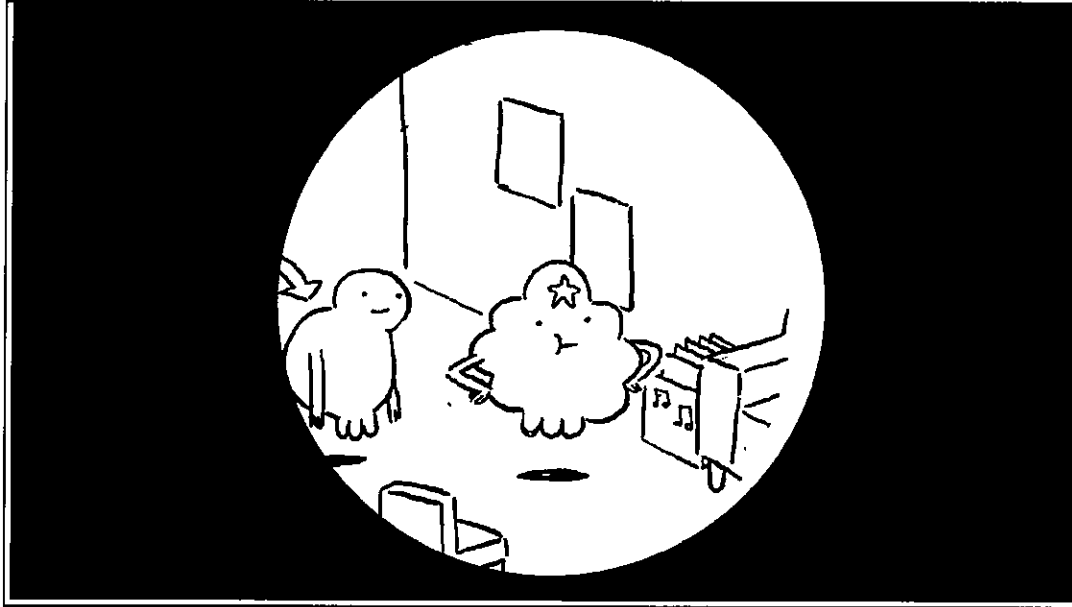
Bg.

day night

Sc. 53 **CONT.**

Pnl. J

Bg.



Dialog:

J/ That chair? Oh-

Action:

- Johnnie floats on screen

-Johnnie motions towards the chair

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

ADVENTURE TIME



Sc. 53 **CONT**

Pnl. K

Bg.

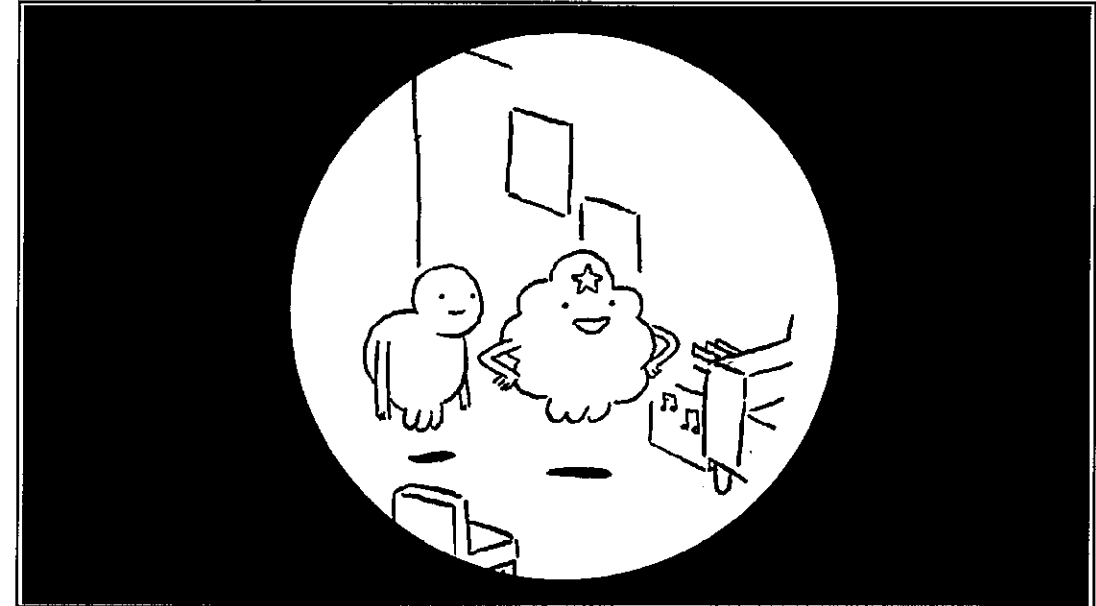
day night

Sc. 53 **CONT.**

Pnl. L

Bg.

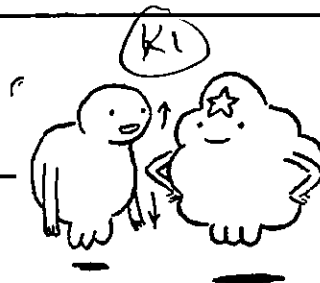
Page 79D
80. NEXT
day night



Dialog: J/ , used to be over there
.. but I moved it.

LSP/ Johnnie it's so
nice,

Action:



Timing:

SEP 24 2013

EPISODE# 1014-160

Production :

1014/160

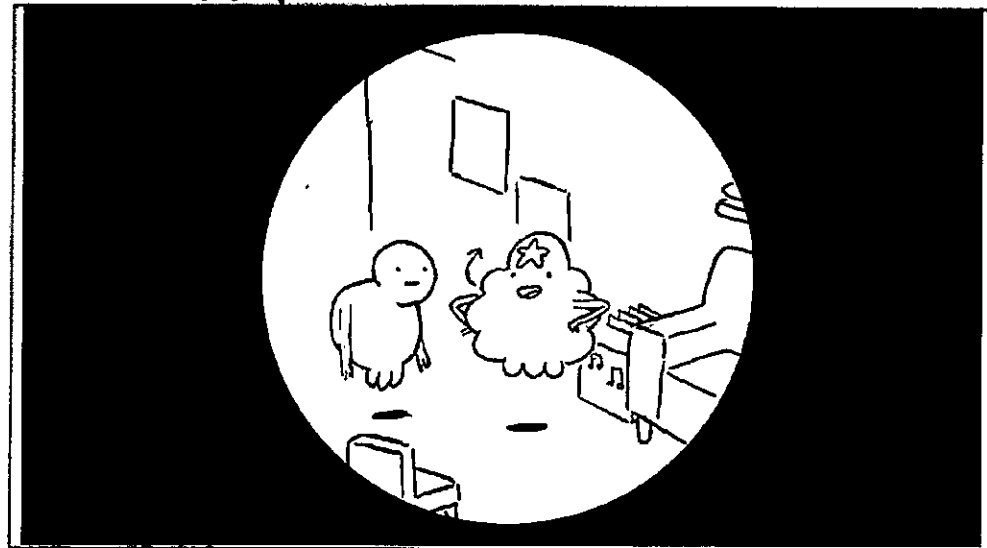
1014/160

ADVENTURE TIME

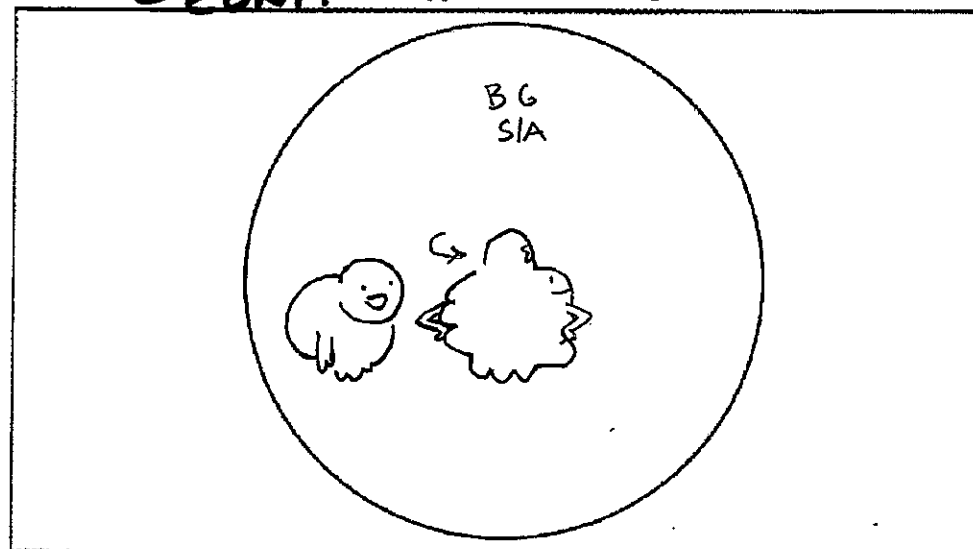


Page **80**

Sc. **53** CONT Pnl. M Bg. day night



Sc. **53** CONT. Pnl. N Bg. day night



EPISODE # 1014-160

Dialog:	<u>LSP</u> / you've really made it your own.	<u>J</u> / Thanks.!
Action:	(LSP looks around)	
Timing:		

Production :

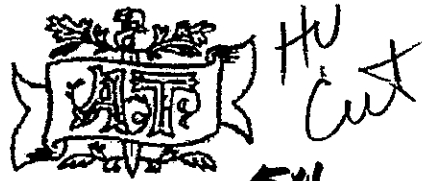
SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page 81

Sc. 53 CONT Pnl. O

Bd.

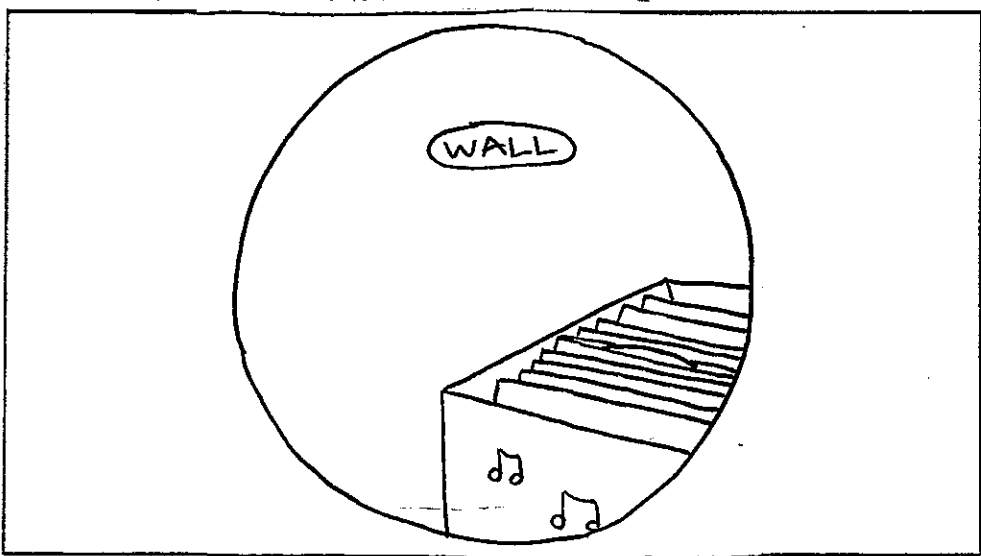
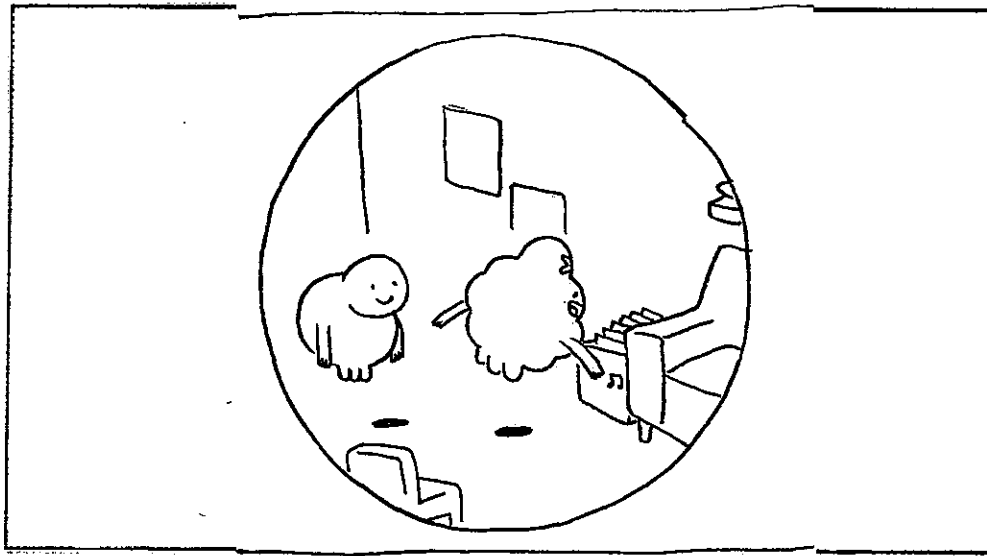
day night

Sc. 54

Pnl. A

Bg.

day night



Dialog:

LSP / OOH!

Action:

Timing:

1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Sc. 54 CONT Pnl. B

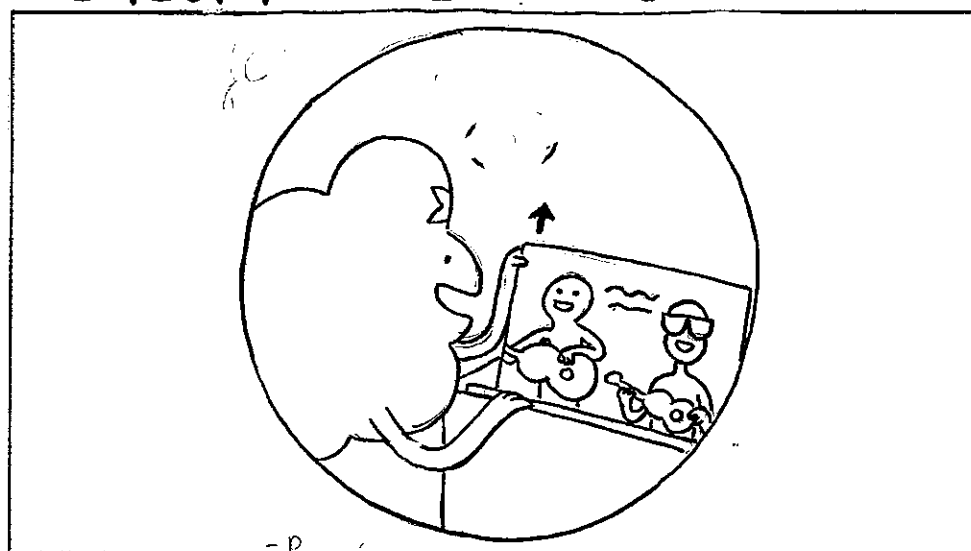
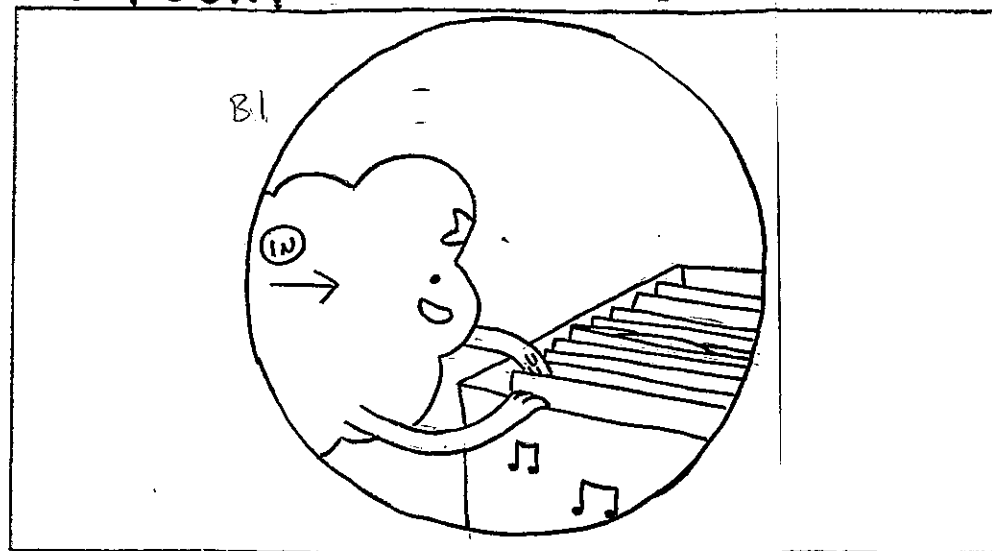
Bg.

day night

Sc. 54 CONT Pnl. C

Bg.

Page 82
02A-NEXT
day night



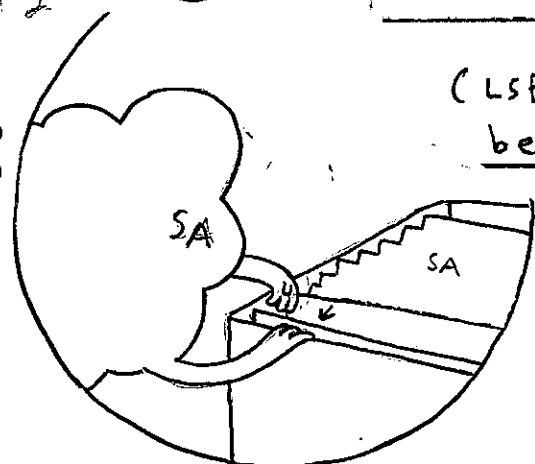
Dialog:

LSP / RECORDS!

LSP / (LAUGHING)

(LSP races to records and begins flipping through them)

- LSP pulls one up,



1014-160

EPISODE #

PRODUCTION:

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Sc. **54 CONT** Pnl. D

Bg.

day night

Sc. **54 CONT** Pnl. E

Bg.

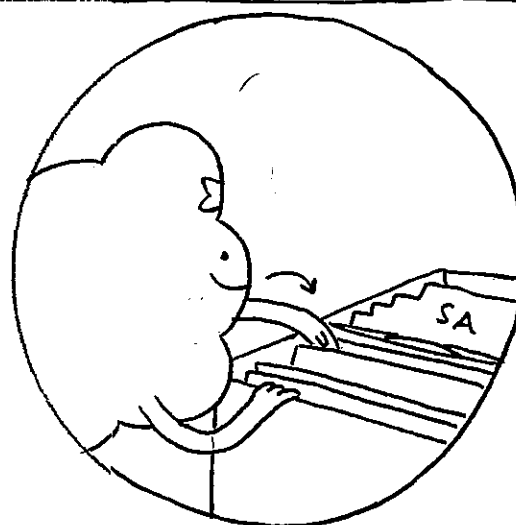
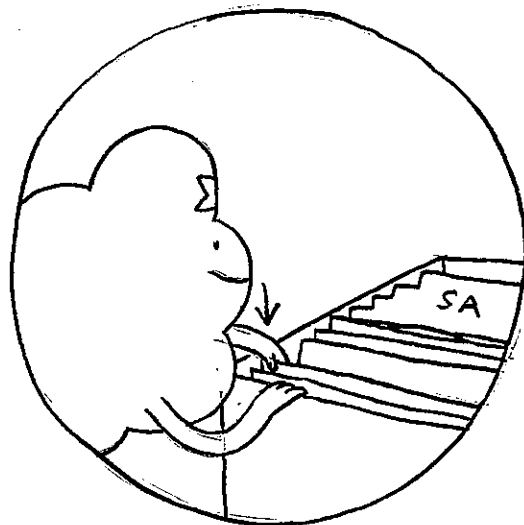
Page **82A**
83 NEXT
day night

EPISODE # **1014-160**

Production :

SEP 24 2013

1014/160

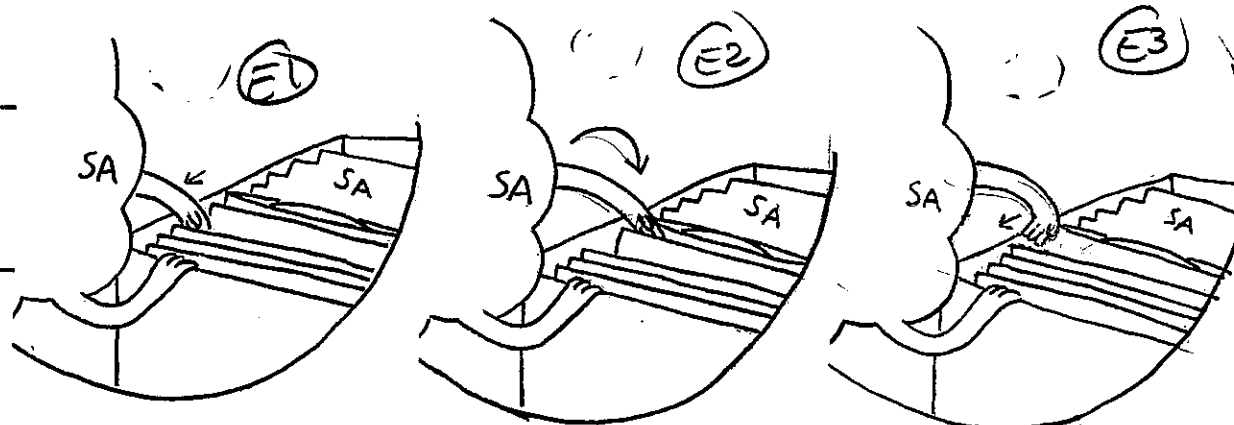


Dialog:

Action: -LSP PUT RECORD BACK.

Timing:

-LSP FLIPS PAST TWO MORE RECORDS.



1014/160

1014/160

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ADVENTURE TIME



Page **83**

Sc. **54 CONT** Pnl. **F** Bg.

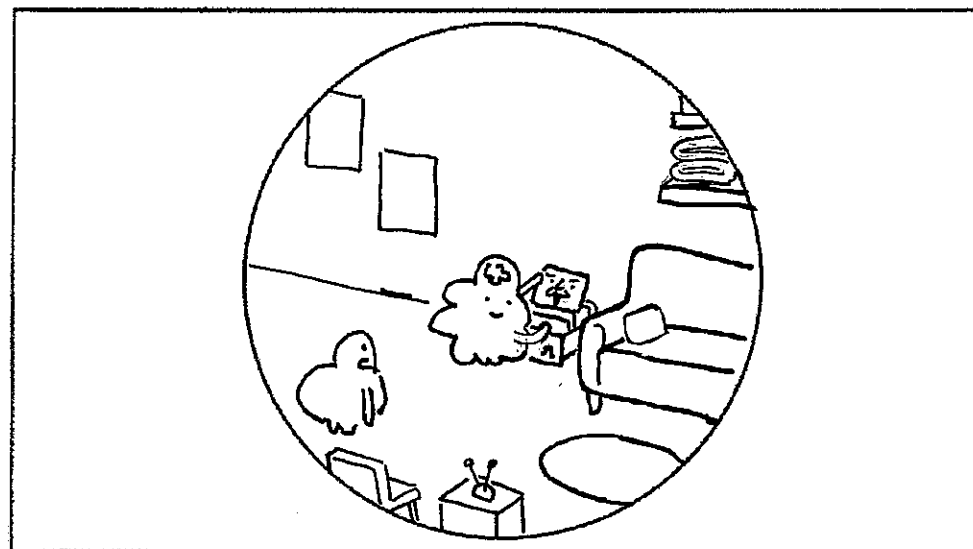
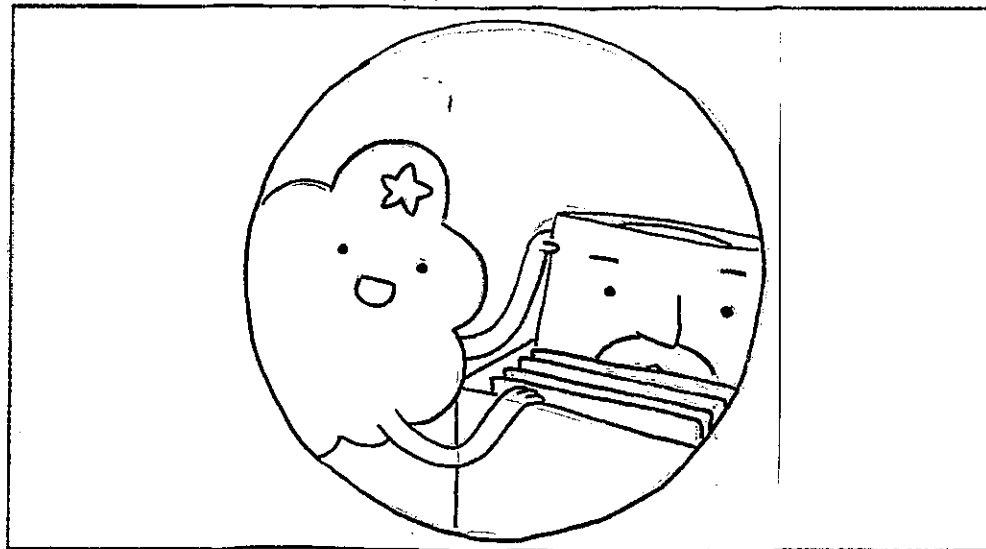
day night

Sc. **55**

Pnl. **A**

Bg.

day night



EPISODE #

1014-160

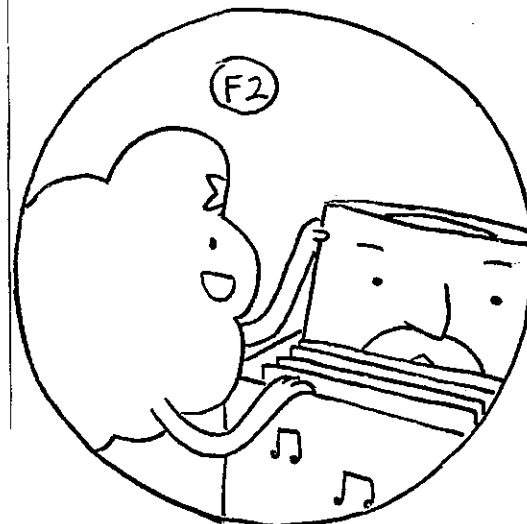
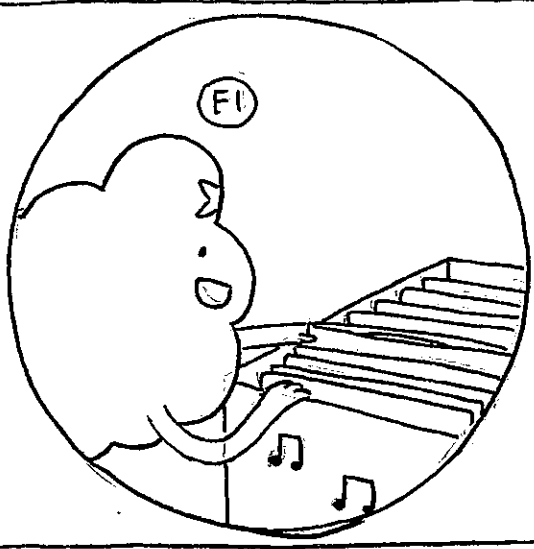
Dialog:

LSP/ OK, wanna see something funny?

J / YEAH

Action:

Timing:



Production :

SEP 24 2013

1014/160

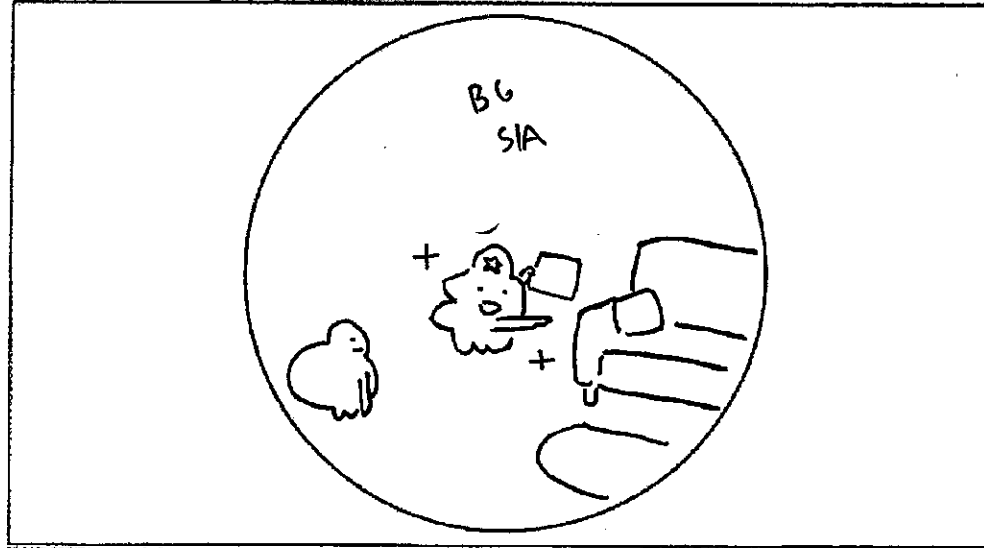
ADVENTURE TIME



Sc. **55 CONT** Pnl. **B**

Bg.

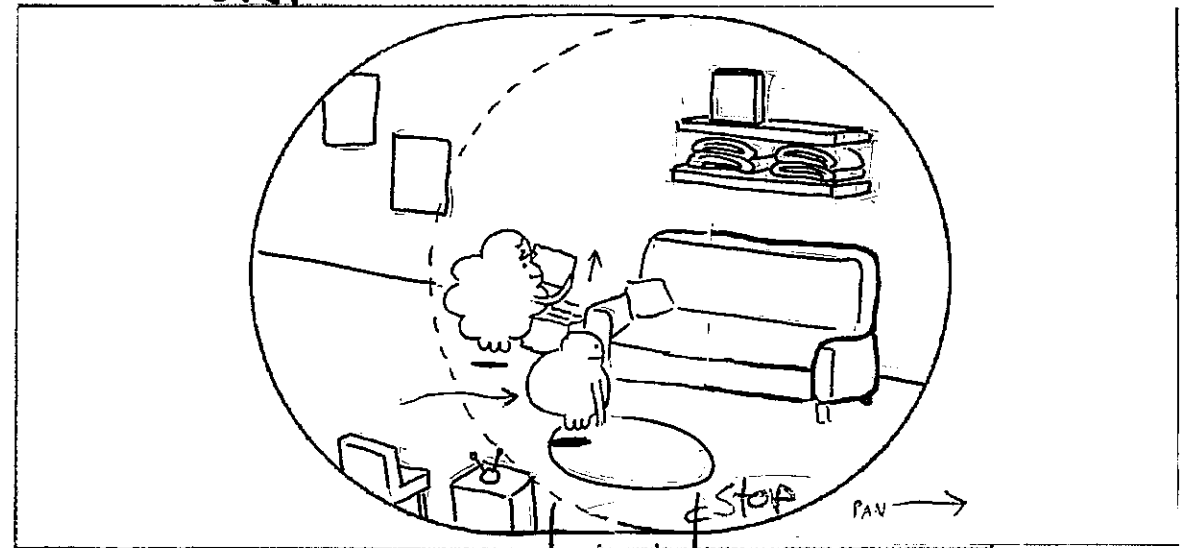
day night



Sc. **55 CONT** Pnl. **C**

Bg.

Page **84**
84A-NEXT
day night



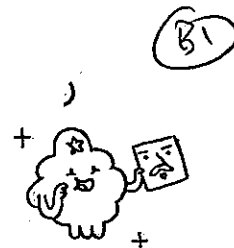
Dialog:

LSP/ Õk, ha- ok hahaha, go sit down.

Action:

-Pan with Johnnie

Timing:



Production :

SEP 24 2013

EPISODE # 1014-160

1014/160

1014/160

ADVENTURE TIME



Sc. 55 **CONT.** Pnl. D Bg. day night

Sc. 55 **CONT.** Pnl. E Bg. day night

Dialog:	LSP: <LAUGHING>
Action:	(1) Johnnie sits on couch (2) LSP sits on couch
Timing:	<div>SEP 24 2018</div>

EPISODE # 1014-160

Production :

ADVENTURE TIME

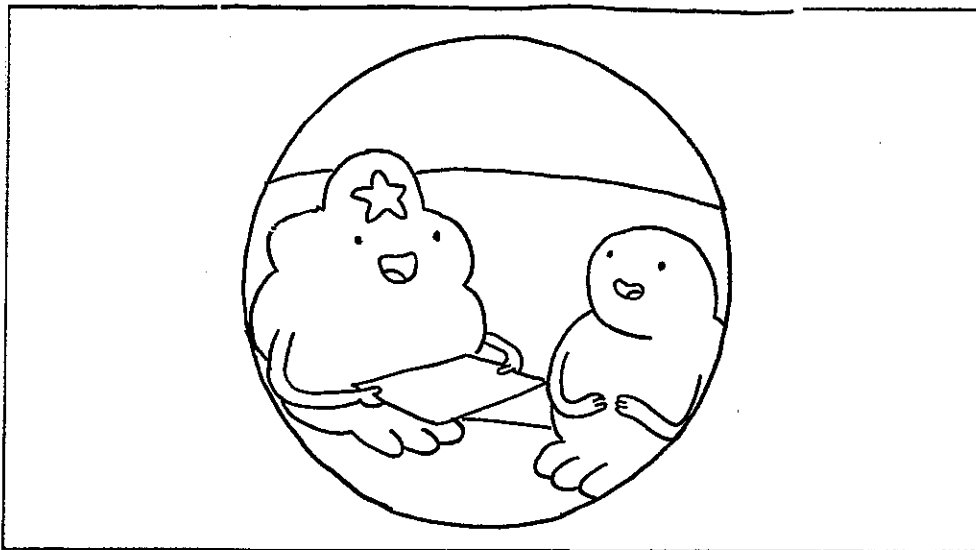


Sc. **56**

Pnl. **A**

Bg.

day night



Sc.

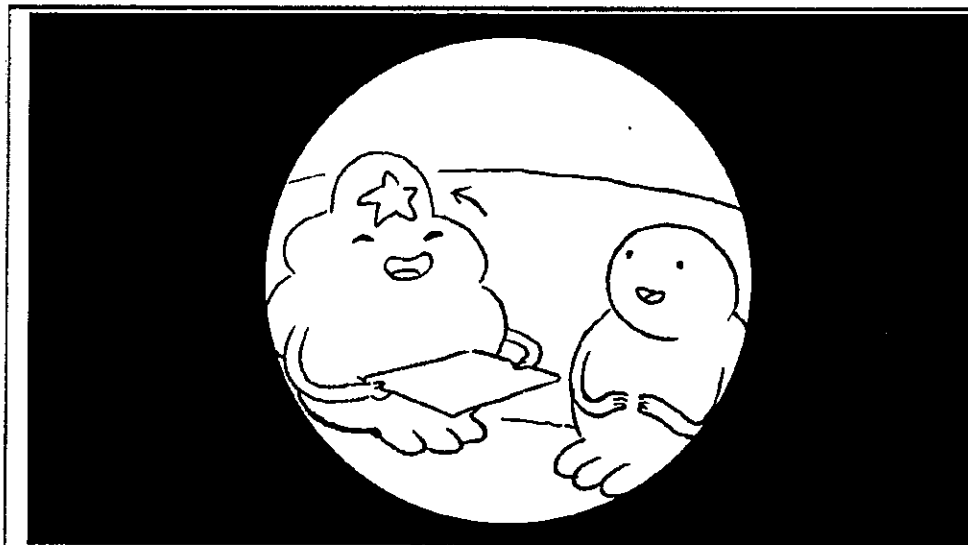
56 CONT

Pnl. **B**

Bg.

Page **85**

day night



1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

Dialog:

LSP / okay, you ready?

J / (chuckling) YEAH!

Action:

(LSP joins him)

Timing:

LSP / haha, okay...

1014/160

1014/160

1014/160

ADVENTURE TIME



Page 86

Sc. 56 cont

Pnt. C

Bg.

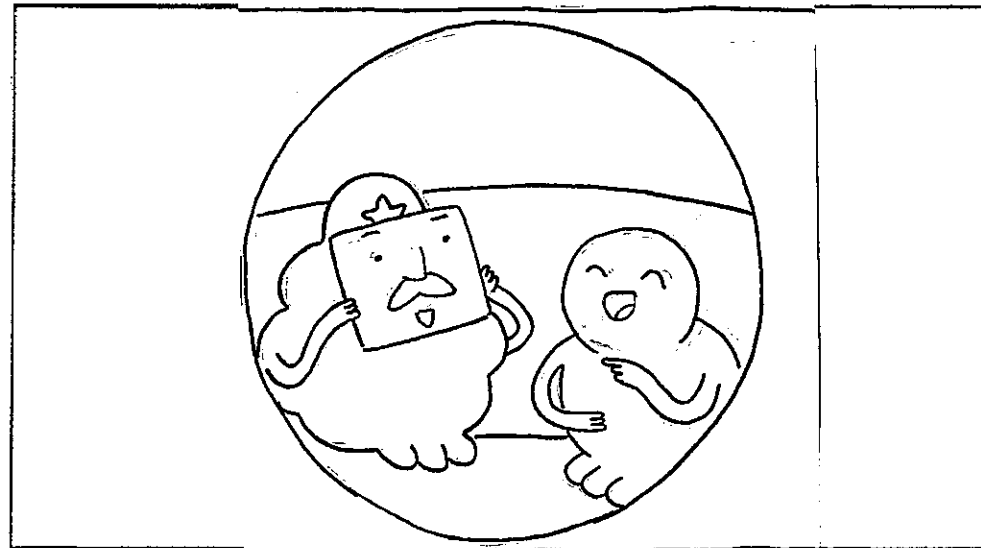
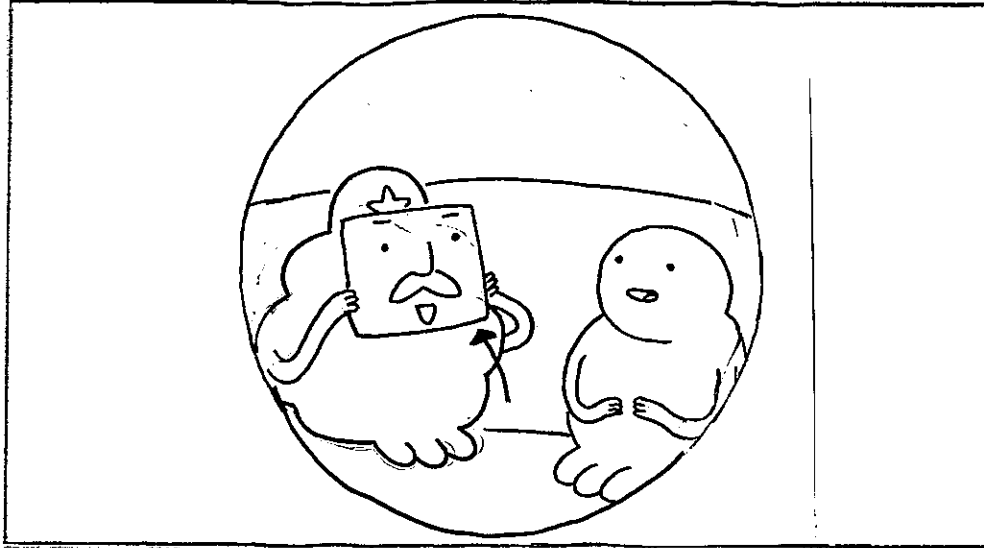
day night

Sc. 56 cont

Pnt. D

Bg.

day night



1014-160

EPISODE #

1014/160

Production :

SEP 24 2013

1014/160

Dialog:

J/ HAHA! It's his face, but on your body!

Action:

(LSP holds record up
to her face, so it

(LSP mugging with face)

Timing:

looks like her face)

ADVENTURE TIME



Sc. **56 cont** Pnl. E

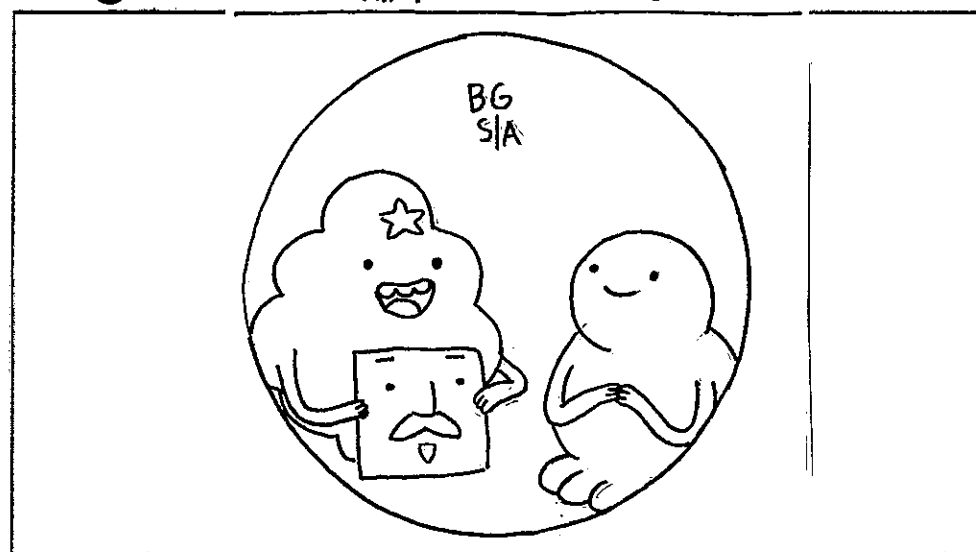
Bg.

day night

Sc. **56 cont** Pnl. F

Bg.

Page **87**
87A NEXT
day night



Dialog:

LSP/ (having Fun) I KNOWWW...

LSP/ THAT'S THE JOKE

Action:

Timing:

EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page 87A

~~88~~ NEXT
day night

Sc. 56 *cont*

Pnl. G

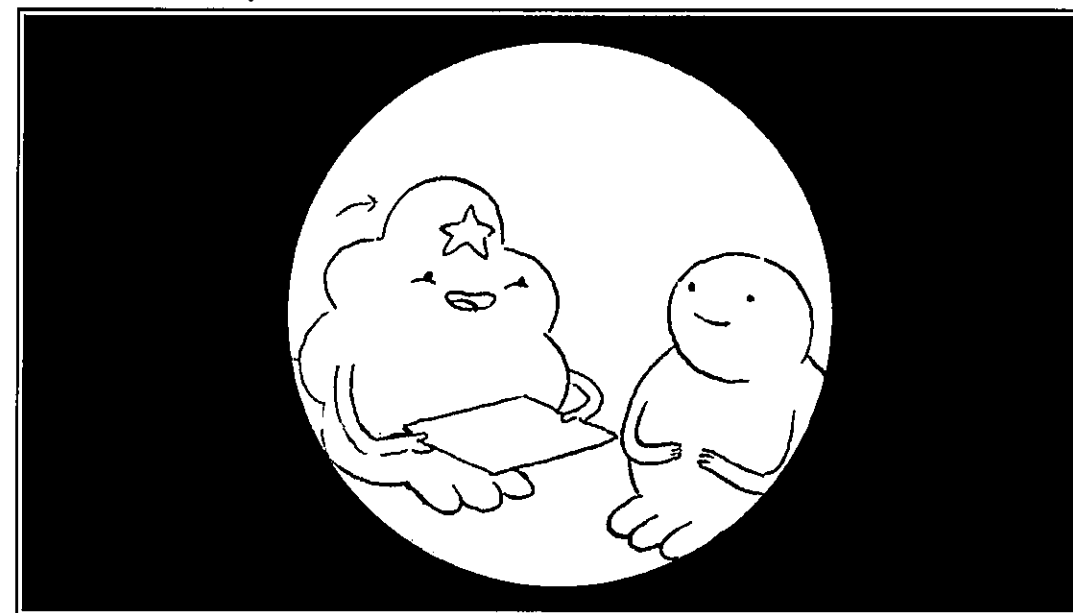
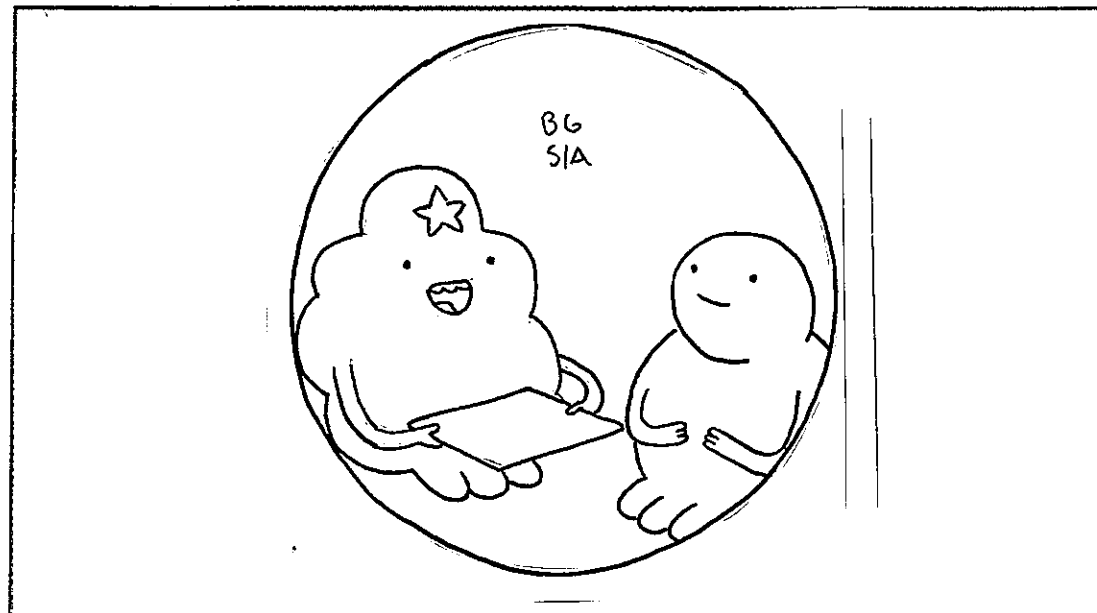
Bg.

day night

Sc. 56 *cont*

Pnl. H

Bg.



Dialog:

LSP/ MY FRIEND MELISSA AND
I CAME UP WITH THAT,

LSP/ YOU'RE SMART THAT YOU GET IT.

Action:

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

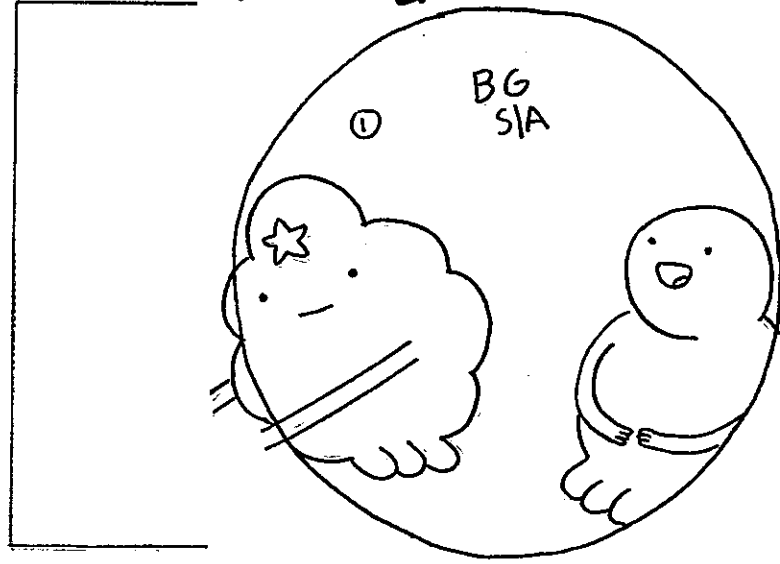
1014/160

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ADVENTURE TIME

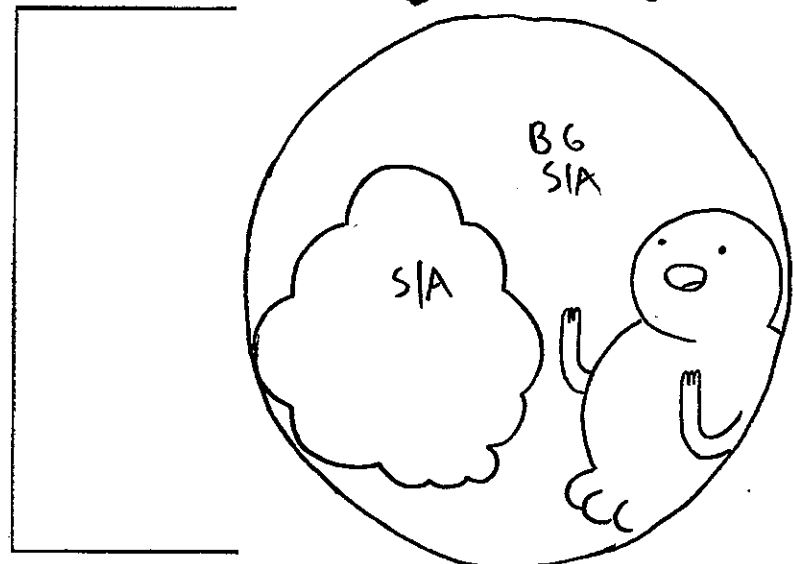


Sc. 56 CONT Pnl. I Bg.



day night

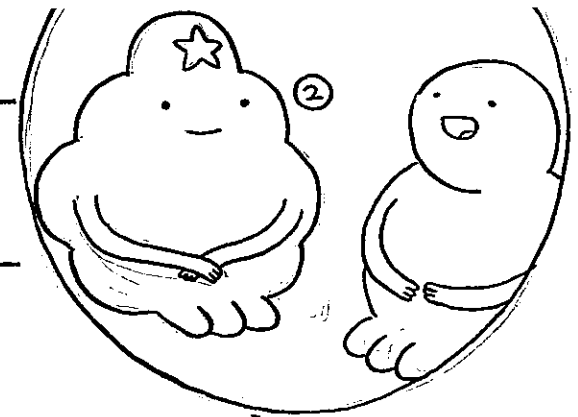
Sc. 56 CONT Pnl. J Bg.



Page 88

day night

Dialog:	<u>J</u> / BOY, WHEN THIS EVENING STARTED, I WAS FEELING 50 DUMPTRUCKS	<u>J</u> / BUT NOW IT'S LIKE 100 FORKLIFTS !
Action:	(LSP reaches off screen to put record on floor)	
Timing:		



EPISODE #
1014-160

Production :

SEP 24 2013

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1014/160

1014/160

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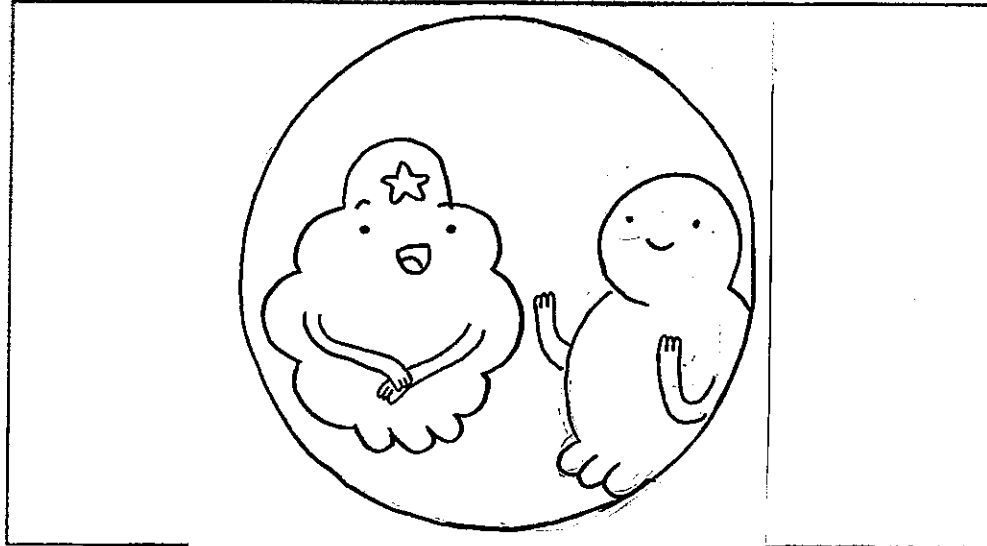
ADVENTURE TIME



Sc. *56 CONT* Pnl. K

Bg.

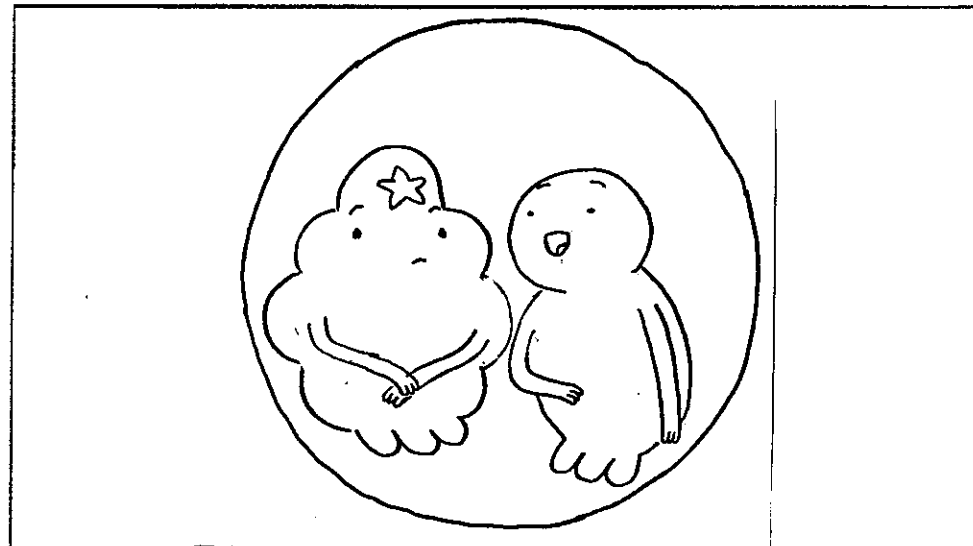
day night



Sc. *56 CONT* Pnl. L

Bg.

day night



Dialog:

LSP/ I feel the same way Johnnie.

J/ DO YOU FEEL
THIS COUCH ?

Action:

-JOHNNIE LEANS FORWARD.

Timing:

Page *89*

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

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ADVENTURE TIME



Page 90

Sc. 56 cont Pnl. M

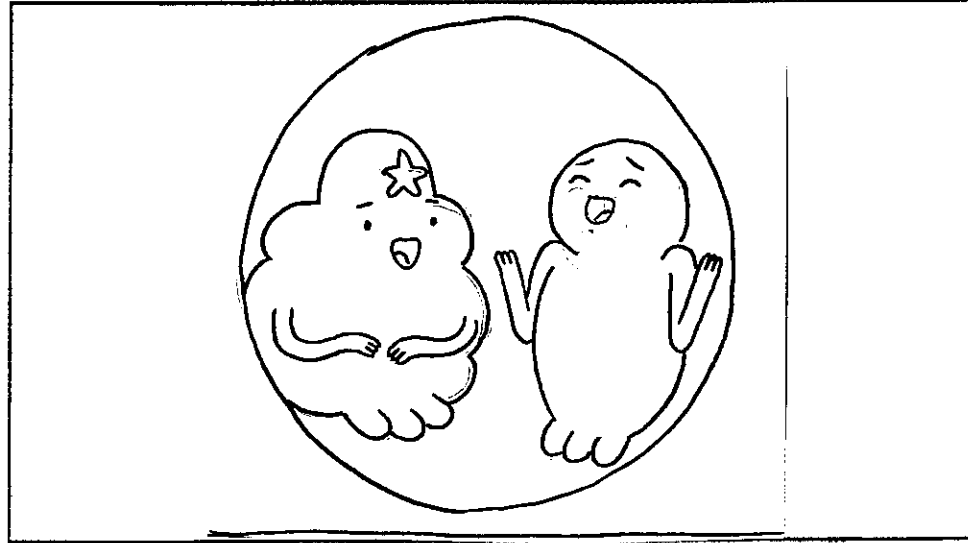
Bg.

day night

Sc. 56 cont Pnl. N

Bg.

day night



EPISODE # 1014-160

1014/160

Dialog:

LSP/ Haha, what?!

J/ 'CUZ IT'S WHERE YOU'RE
GONNA SLEEP!

Action:

Timing:



Production :

SEP 24 2013

1014/160

1014/160

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1014/160

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ADVENTURE TIME



Sc. 57

Pnl. A

Bg.

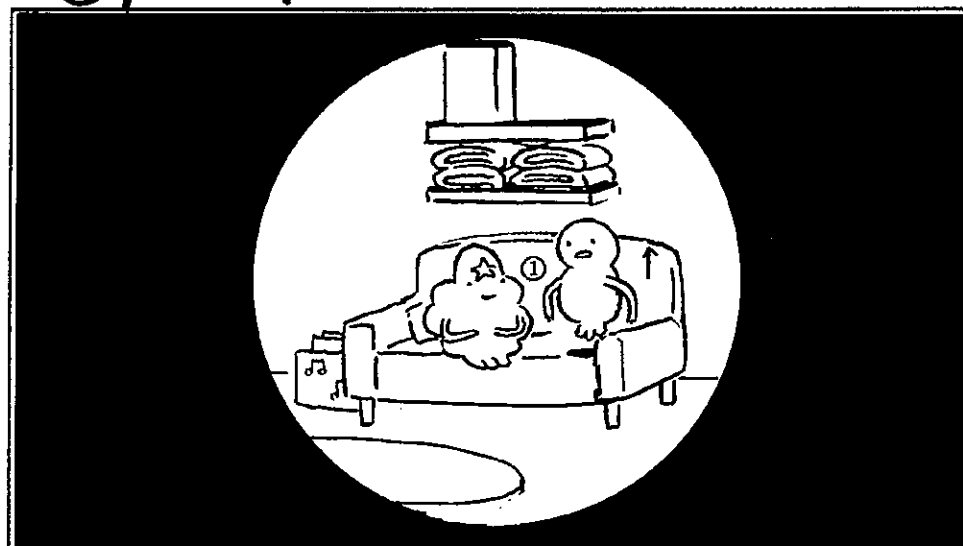
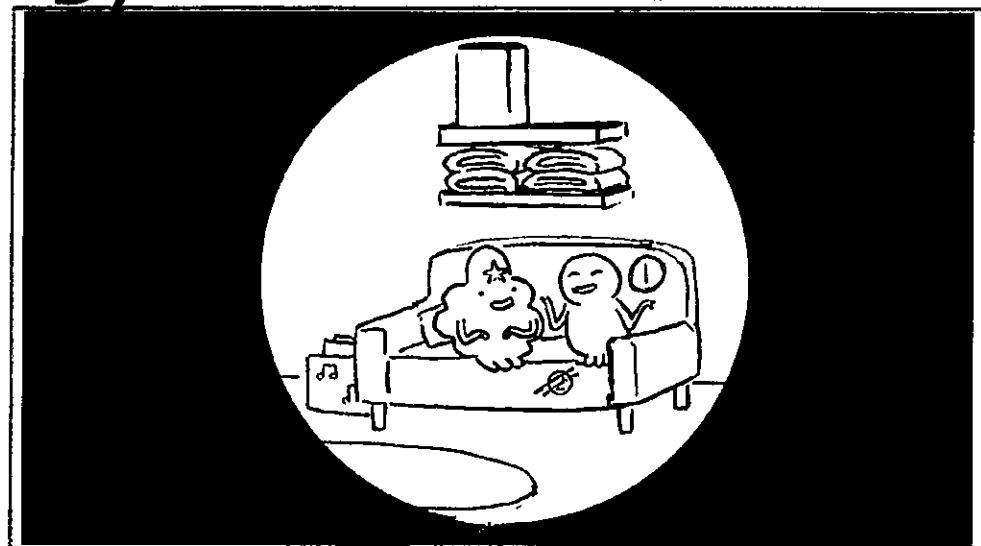
day night

Sc. 57 CONT Pnl. B

Bg.

Page 91

day night



EPISODE # 1114-160

Production :

SEP 24 2013

1014/160

1014/160

Dialog:

BOTH / (laughing)

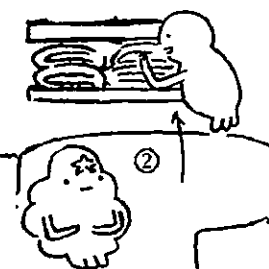
3 /

(1) Seriously.
(2) It's getting late...

Action:

- (1) Johnnie rises from the couch (2) Flies up to shelf

Timing:



1014/160

ADVENTURE TIME



Sc. *57 CONT* Pnl. *E*

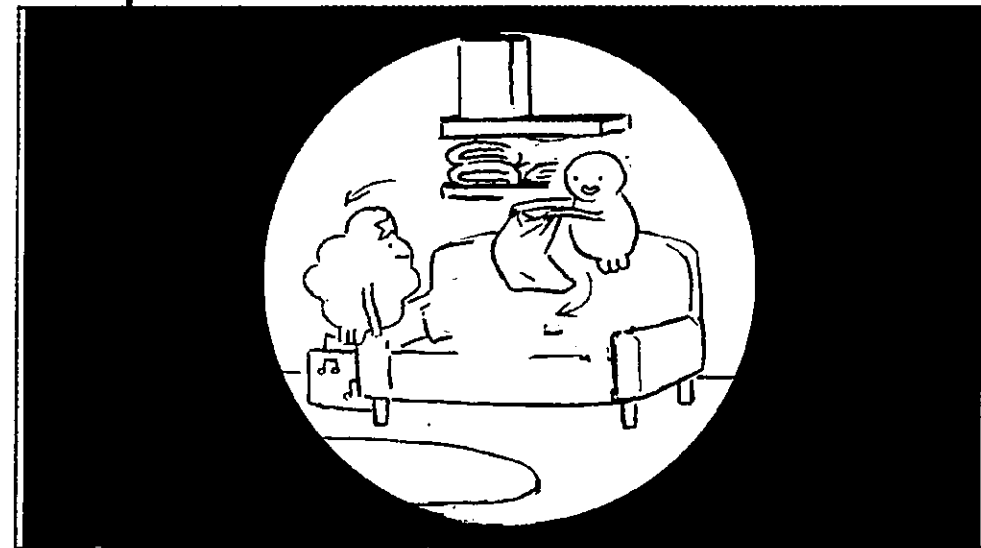
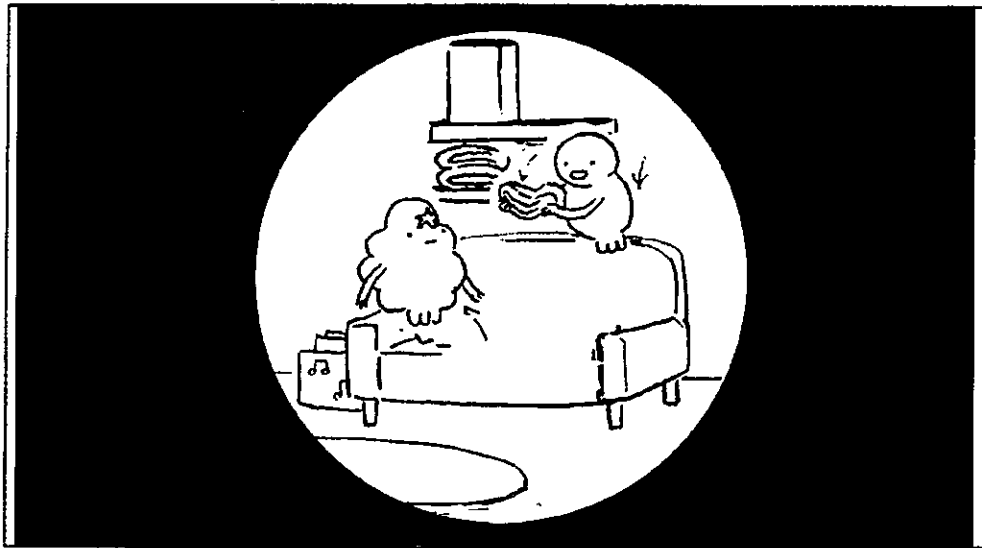
Bg.

day night

Sc. *57 CONT* Pnl. *D*

Bg.

Page *92*
day night *92A NEXT*



EPISODE# 1014-160

Dialog:	
<i>J /</i> <i>you</i>	<i>AND I DON'T WANT</i>
Action:	
- Johnnie grabs blanket -LSP Rises up	- Johnnie lets blanket unfold
Timing:	

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page 92A

93 NEXT
day night

Sc. 57 *CONT*

Pnl. E

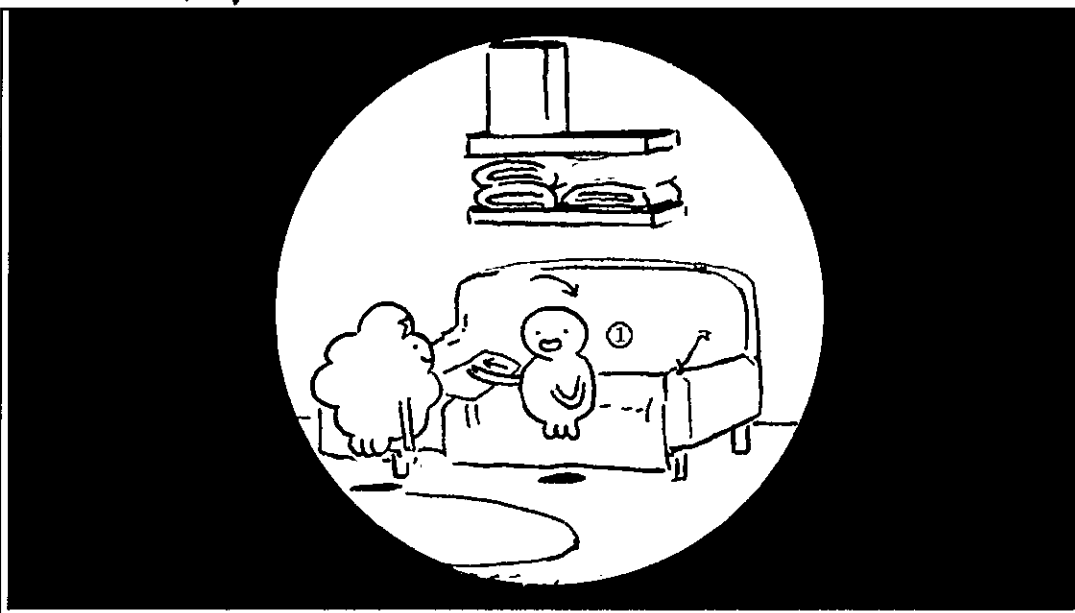
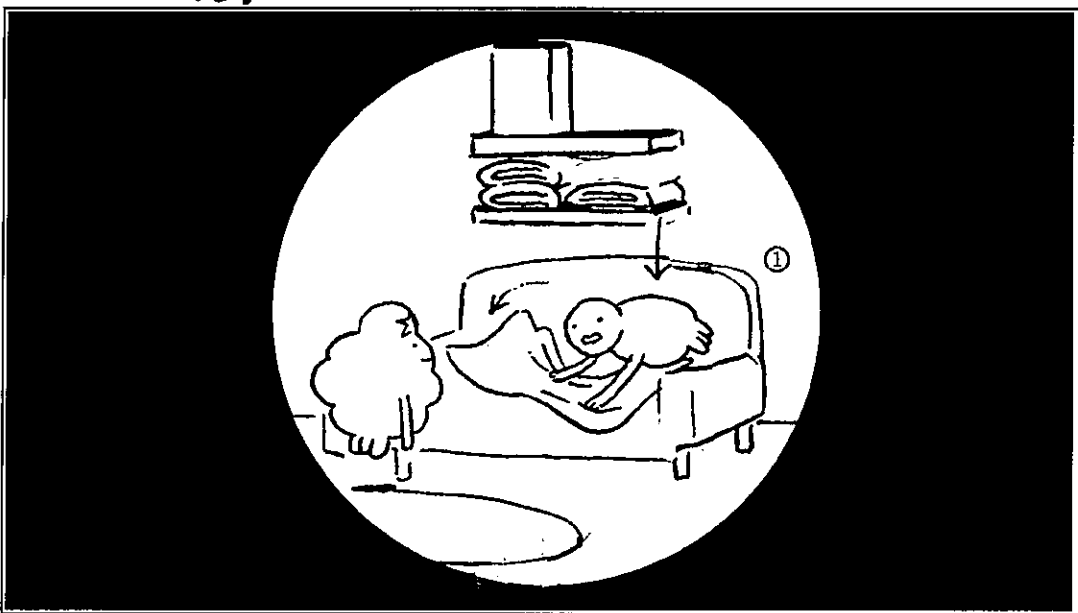
Bg.

day night

Sc. 57 *CONT*

Pnl. F

Bg.



Dialog:

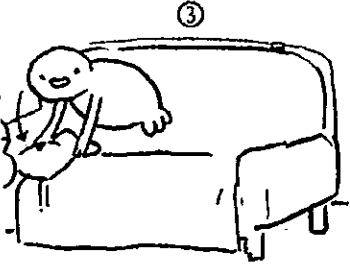
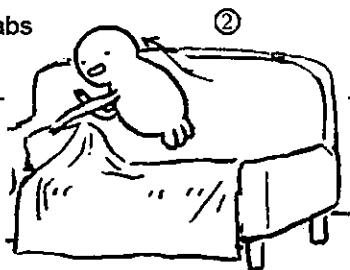
J / (2) So...
(3) I insist

J / I'LL BE IN THE
OTHER ROOM (2) SLEEPING
PEACEFULLY ...

Action: (1) Johnnie spreads blanket over couch. Blanket billows a bit

(2) J. floats left and grabs
pillow. Blanket settles

Timing:



(3) J. places pillow at
end of blanket



SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

1014/160

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1014/160

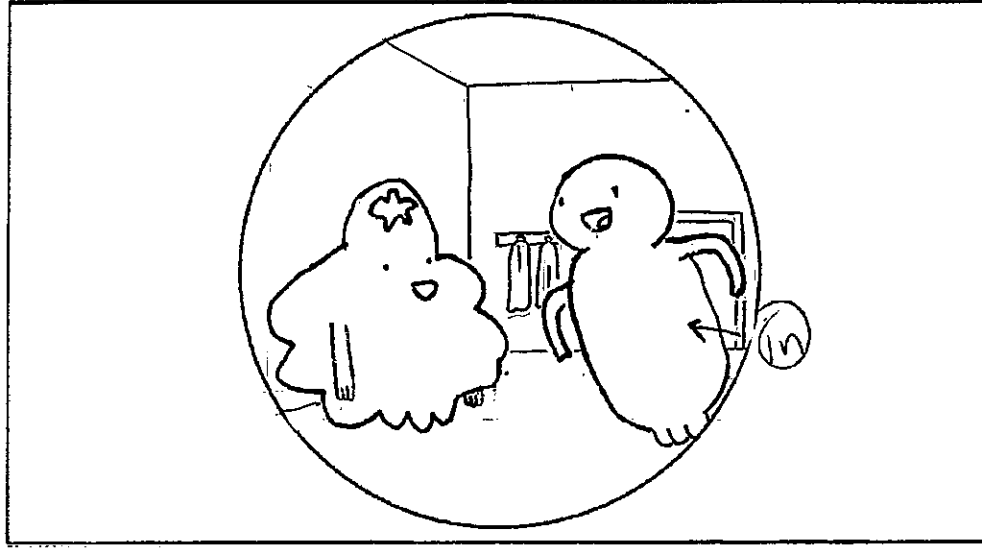
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ADVENTURE TIME

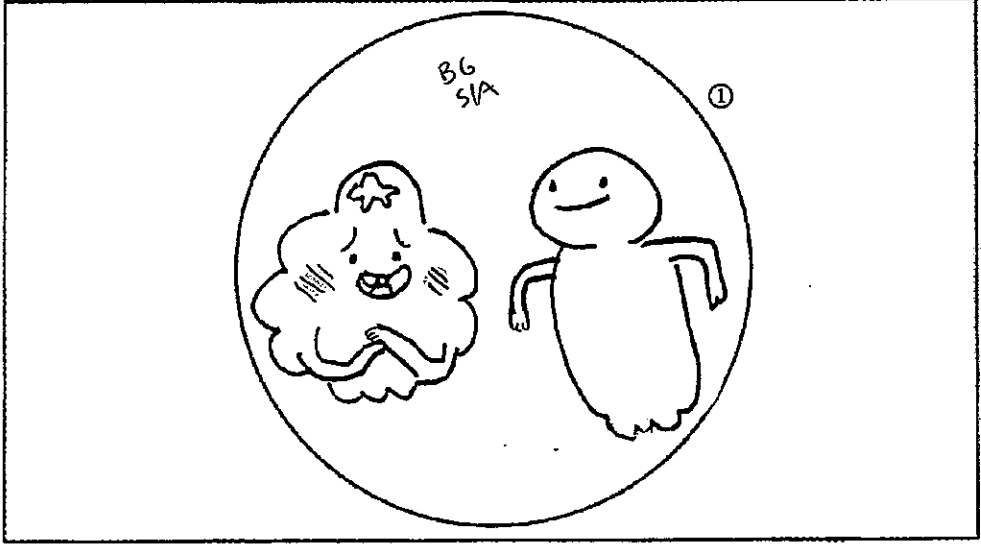


Page **93**

Sc. **58** Pnl. **A** Bg. day night



Sc. **58 CONT** Pnl. **B** Bg. day night



EPISODE # **1014-160**

1014/160

Dialog:	<p><u>J</u> / ... AND DREAMING ABOUT YOU.</p>	<p>LSP / (blushing) JOHNNIE.</p>
Action:	<p>(leaning in)</p>	
Timing:		

Production :

SEP 24 2013

1014/160

1014/160

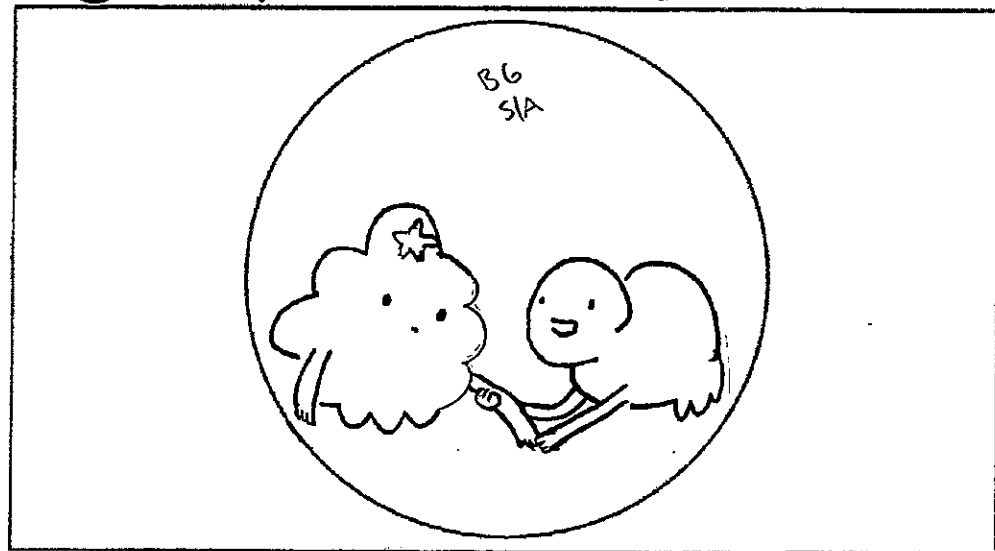
ADVENTURE TIME



Sc. **58 cont** Pnl. **C**

Bg.

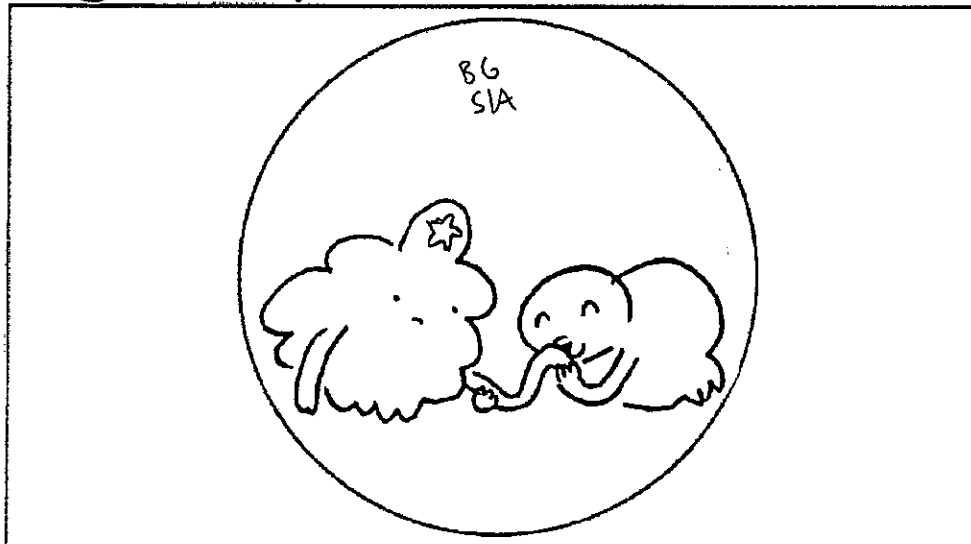
day night



Sc. **58 cont** Pnl. **D**

Bg.

day night



Dialog:

J/ THANK YOU FOR EVERYTHING

J/ <SMOOCH!>

Action:

Timing:

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EPISODE #

1014-160

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Sc. **58 CONT** Pnl. **E**

Bg.

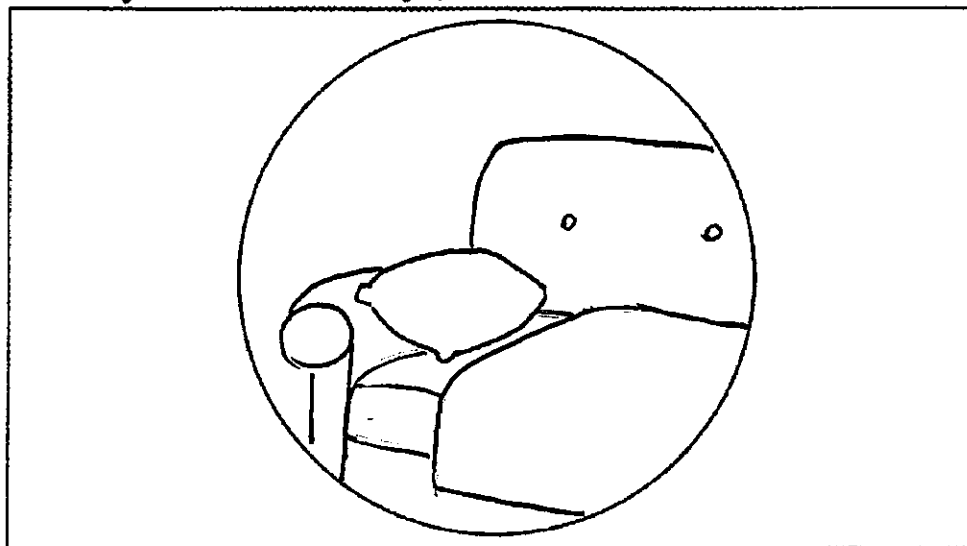
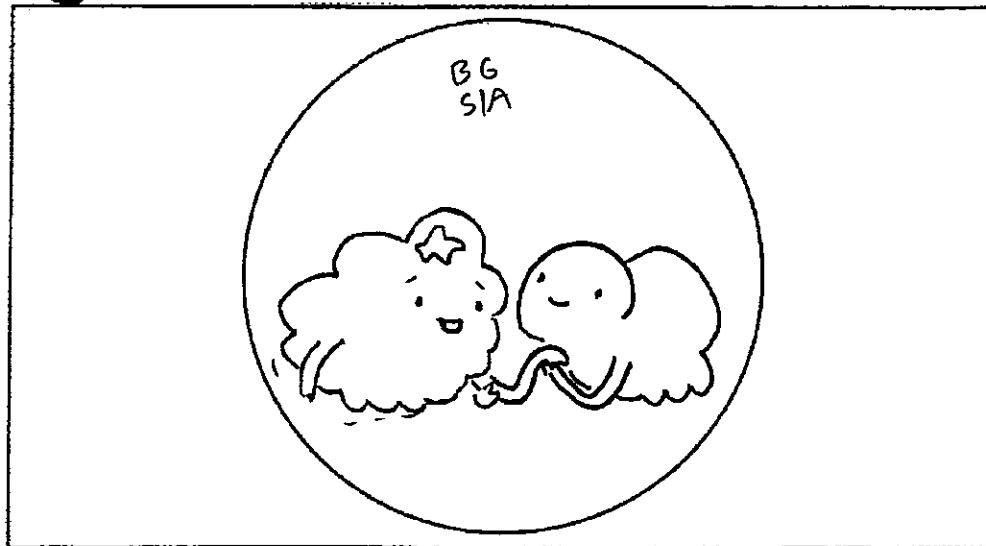
day night

Sc. **59**

Pnl. **A**

Bg.

Page **95**
day night



Dialog:	<u>LSP</u> / JOHHAHAH NIE
Action:	
Timing:	

EPISODE #
1014-160

Production :

SEP 24 2013

1014/160

1014/160

1014/160

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1014/160

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ADVENTURE TIME

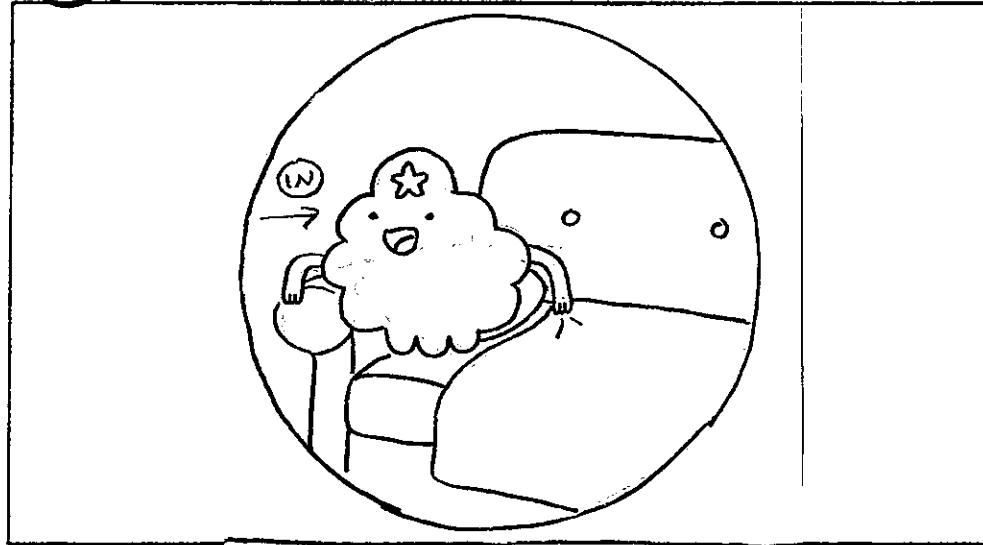


Page **96**

Sc. **59 CONT** Pnl. **B**

Bg.

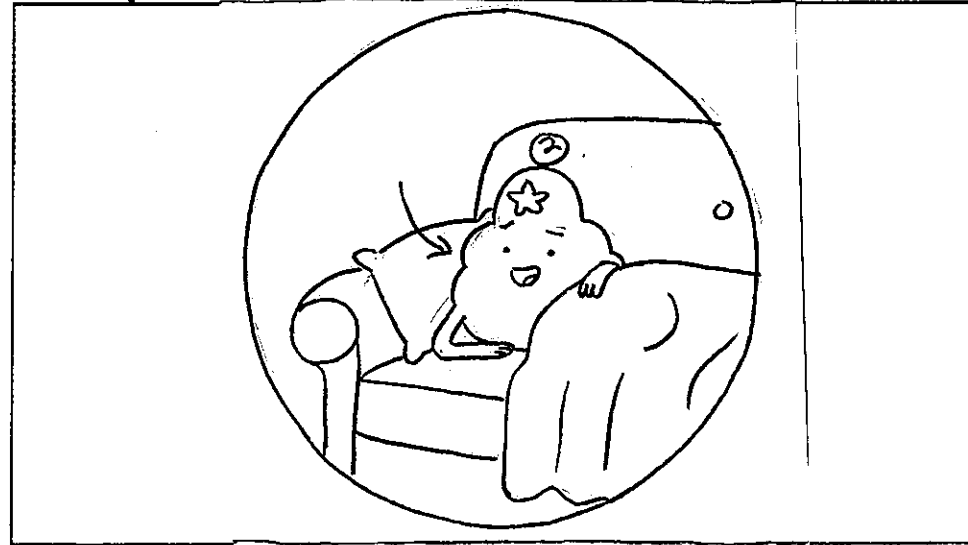
day night



Sc. **59 CONT** Pnl. **C**

Bg.

day night

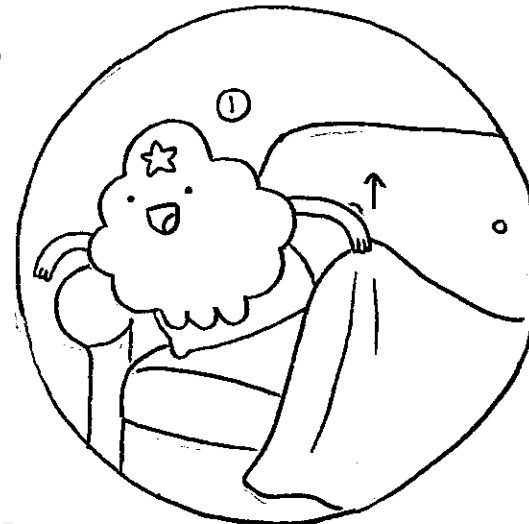


Dialog:

LSP / GO TO BED ALREADY

Action:

Timing:



LSP / ① YOU HAVE A
② BIG DAY TOMORROW

- LSP GETS UNDER BLANKETS

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



Page **97**

Sc. **60**

Pnl. **A**

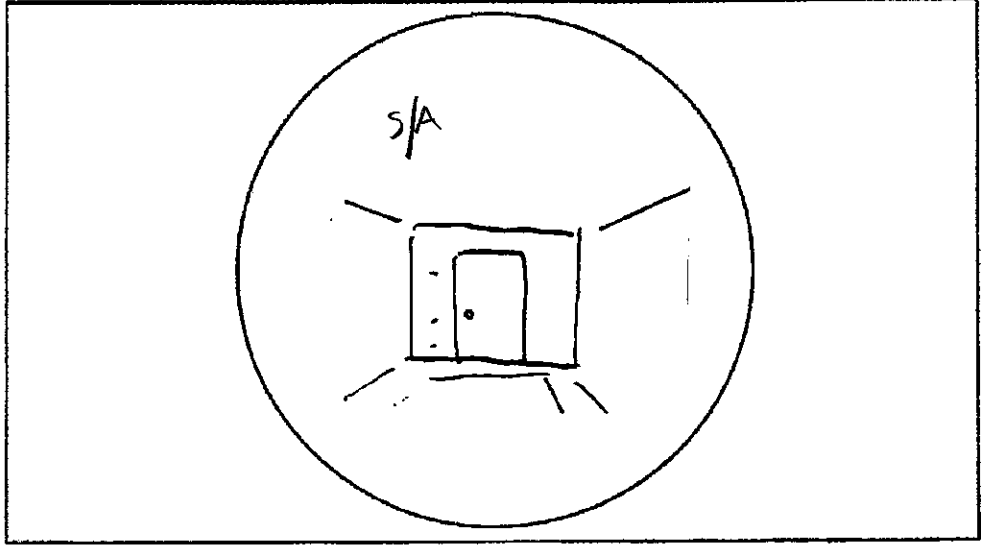
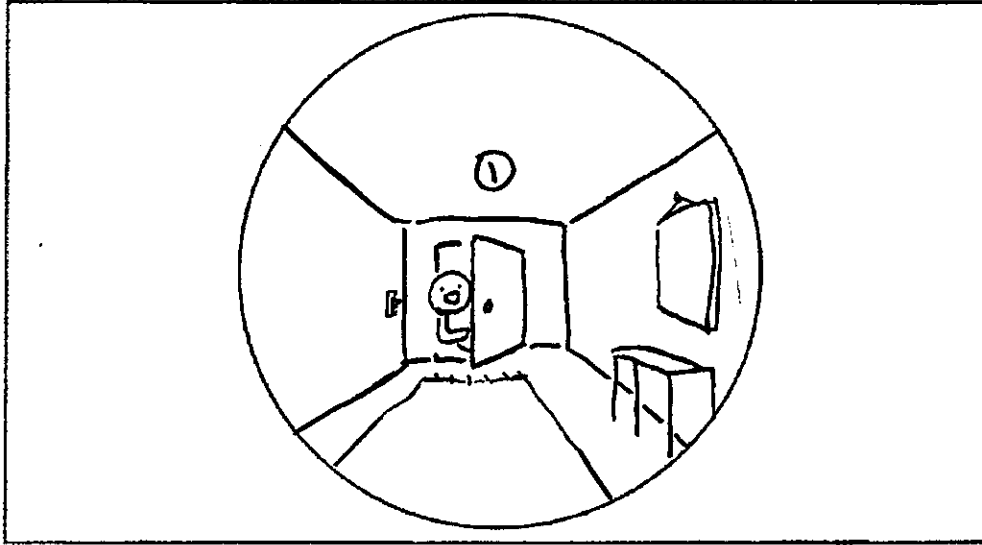
Bg.

day night

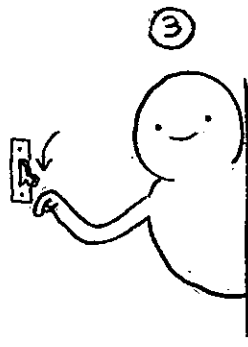
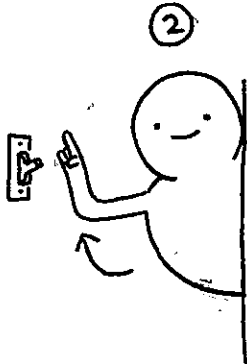
Sc. **60 cont** Pnl. **B**

Bg.

day night



Dialog:	<u>I</u> / ♪ GOODD NIIGHT	
Action:	- JOHNNIE TURNS OUT THE LIGHT. (door closes)	
Timing:		



EPISODE #
1014-160

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME



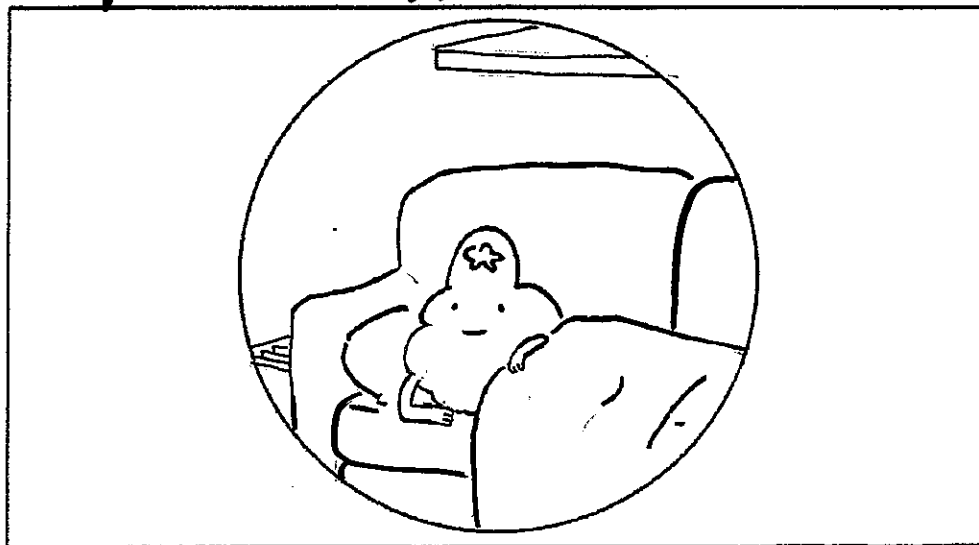
Page **98**

Sc. **61**

Pnl. **A**

Bg.

day night

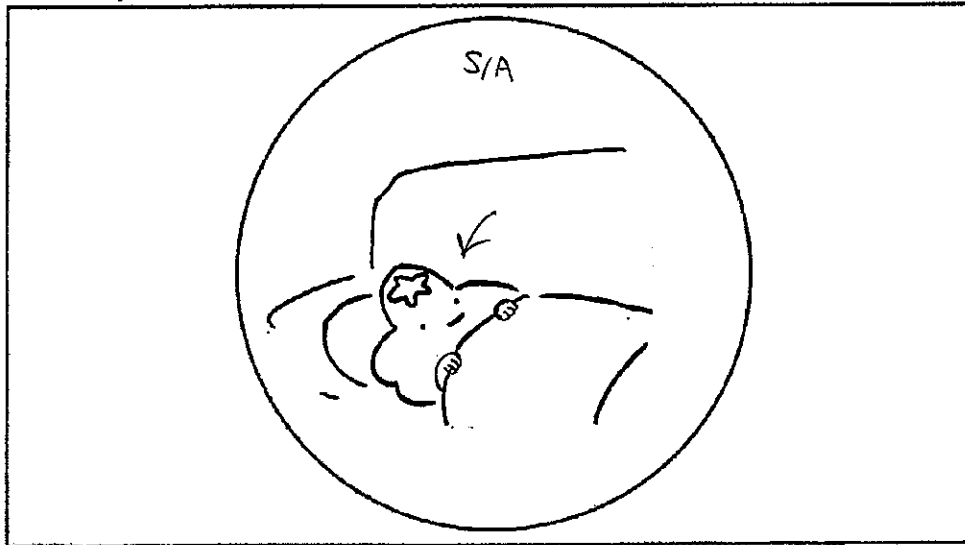


Sc. **61 CONT**

Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:

1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

1014/160

1014/160

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ADVENTURE TIME



NO SC.
63

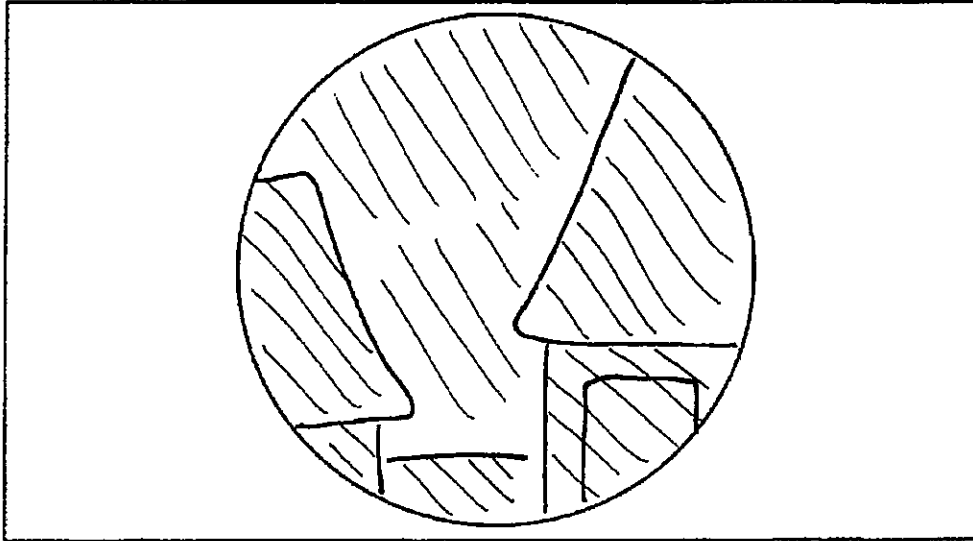
Page **99**

Sc. **62**

Pnl. **A**

Bg.

day night

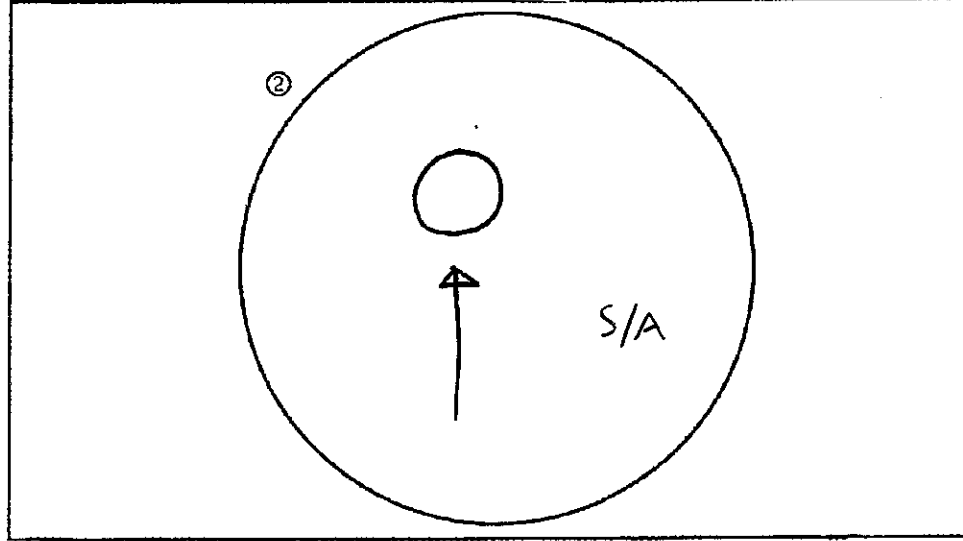


Sc. **62 cont**

Pnl. **B**

Bg.

day night



EPISODE # **1014-160**

1014/160

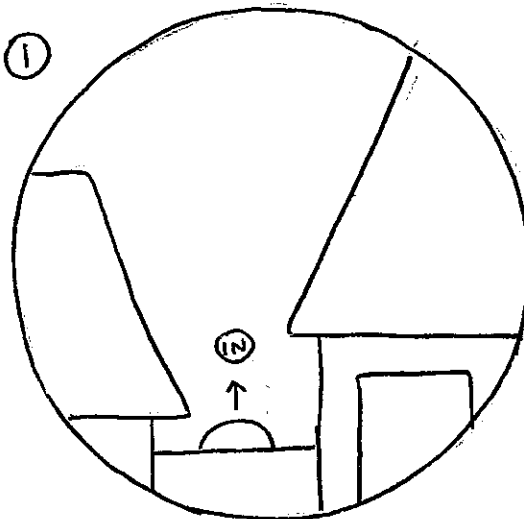
Dialog:

Action:

- EXT. CANDY KINGDOM

Timing:

①



(SUNRISE)

PAN UP w/ SUN

Production :

SEP 24 2013

1014/160

1014/160

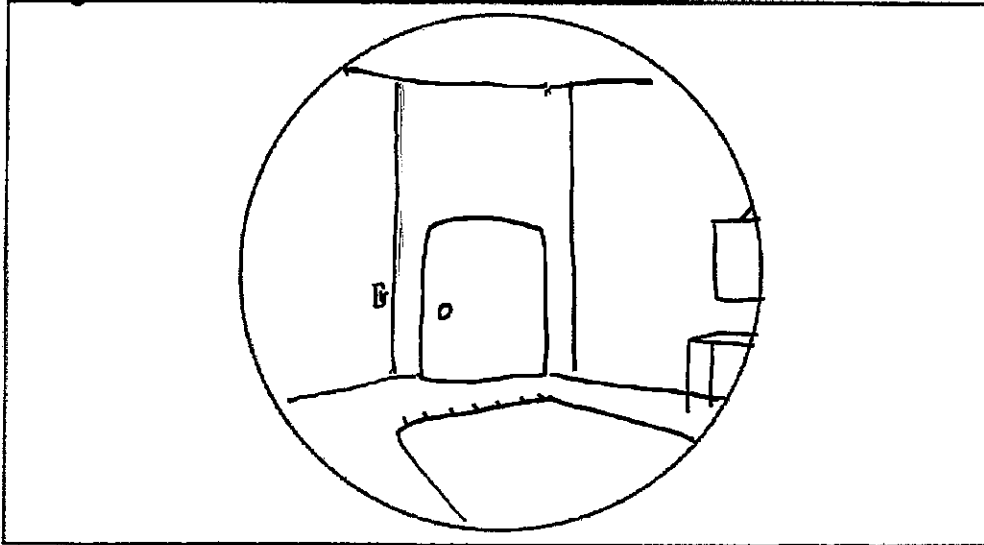
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ADVENTURE TIME

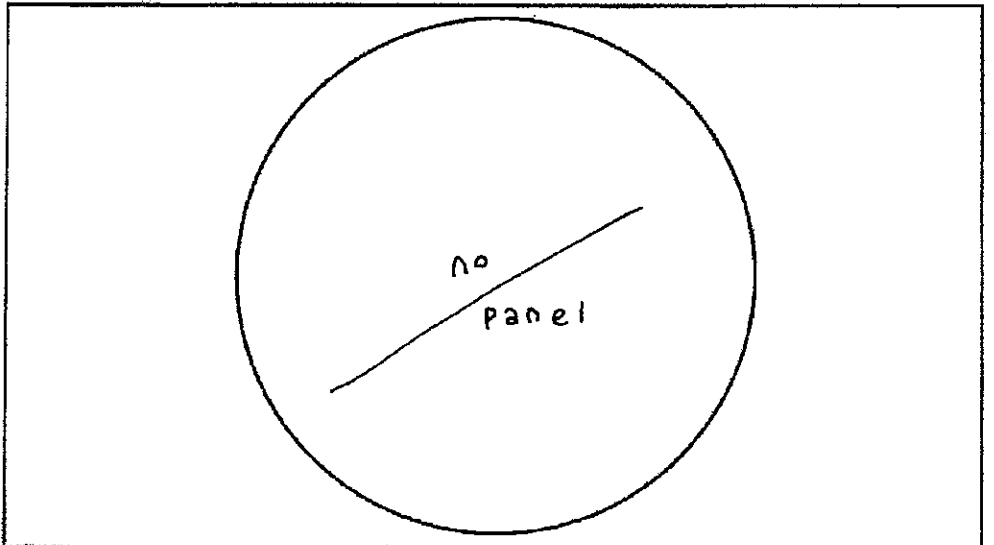


Page 100

Sc. 64 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1014-160
Production : SEP 24 2013

1014/160

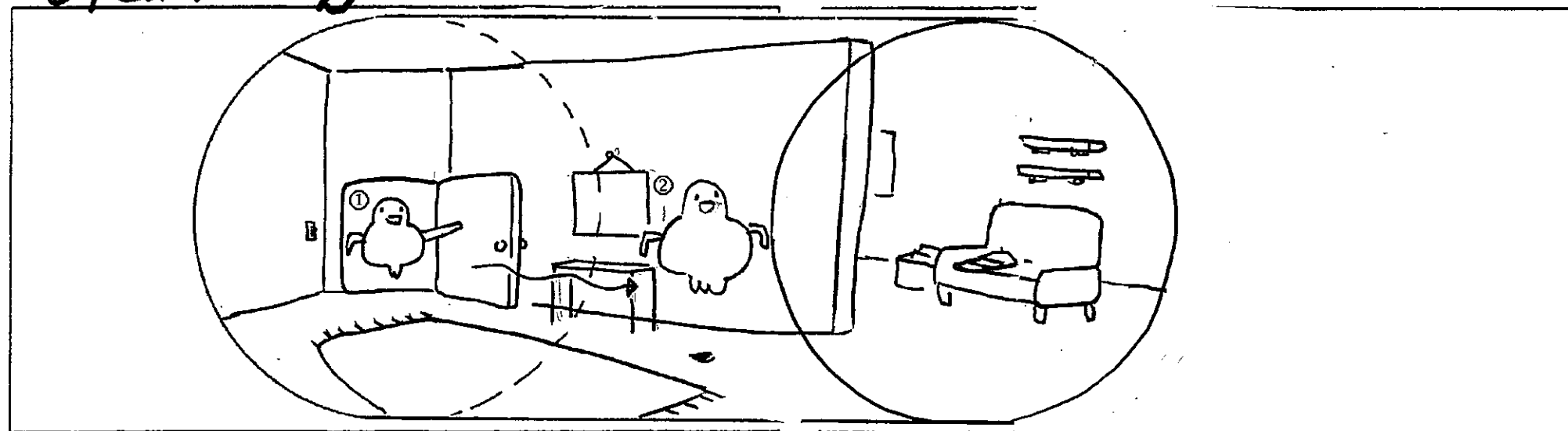
1014/160

ADVENTURE TIME



Page 101

Sc. 64 const Pnl. B Bg. day night



Dialog:	<u>J/</u> RISE AND SHINE! <u>J/</u> I HOPE YOU LIKE PANCAKES ...
Action:	- J. OPENS DOOR AND FLOATS RIGHT - PAN W/ J. PAN START →
Timing:	

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

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ADVENTURE TIME



Sc. **64 cont** Pnl. **C**

Bg.

day night

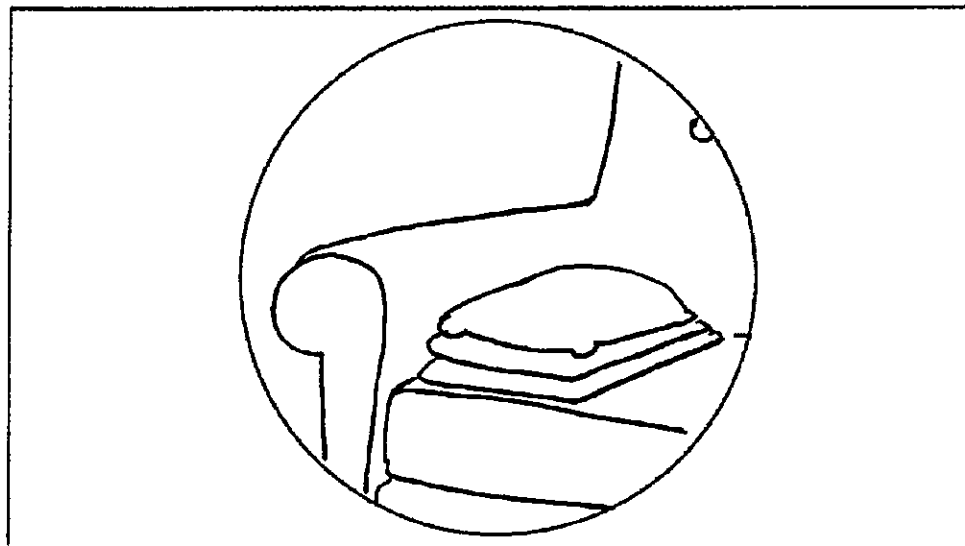
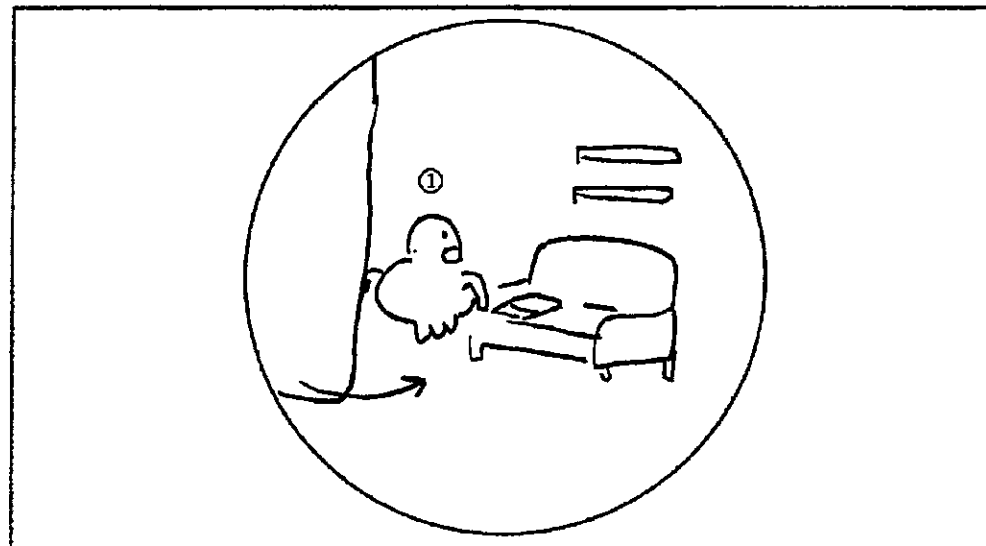
Sc. **65**

Pnl. **A**

Bg.

Page **102**

day night



Dialog:	<p>J/ 'CUZ I GOT -</p>
Action:	
Timing:	

(Blanket and sheet
neatly folded like
in the movie "The
Blind Side".)

EPISODE # **1014-160**

Production :

SEP 24 2013

1014/160

1014/160

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ADVENTURE TIME

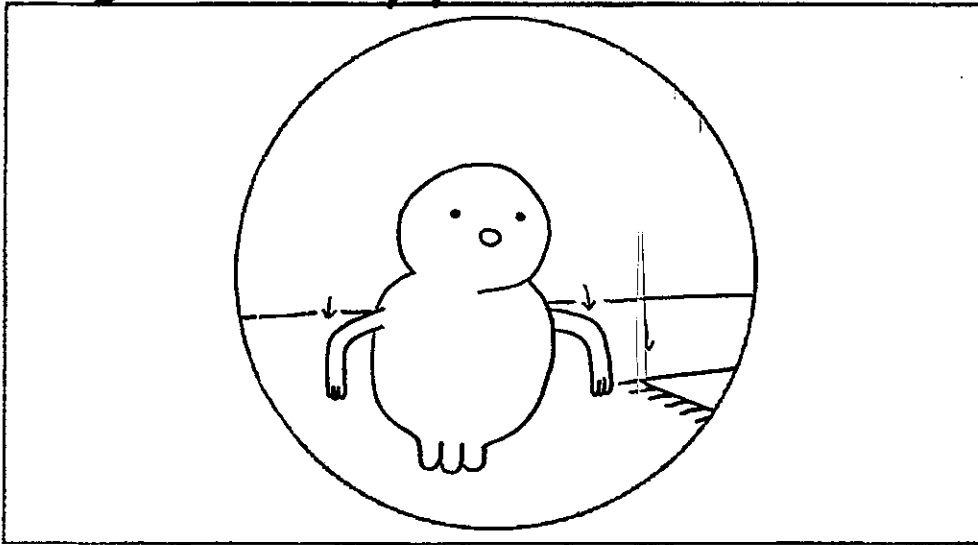


Sc. **66**

Pnl. **A**

Bg.

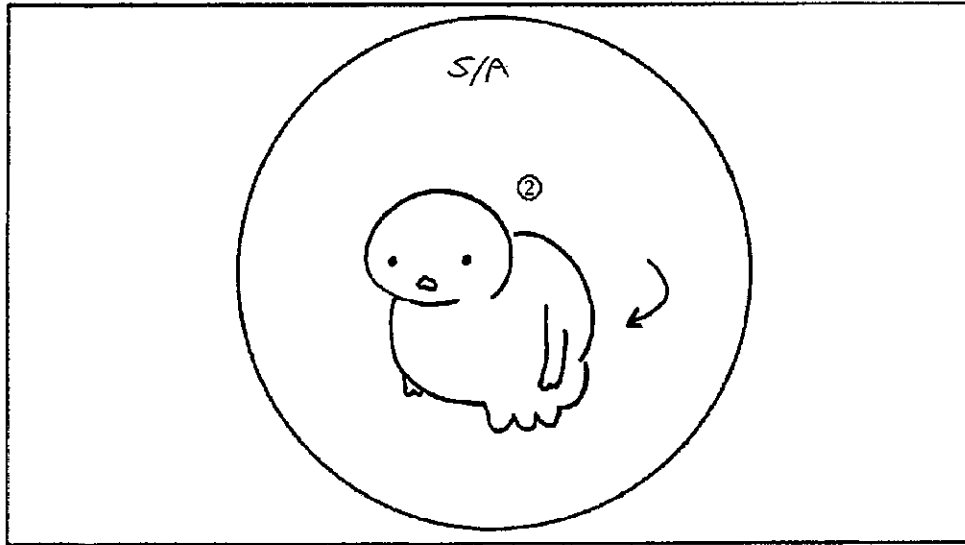
day night



Sc. **66 CONT** Pnl. **B**

Bg.

Page **103**
103A NEXT
day night



EPISODE # **1014-160**

Dialog:

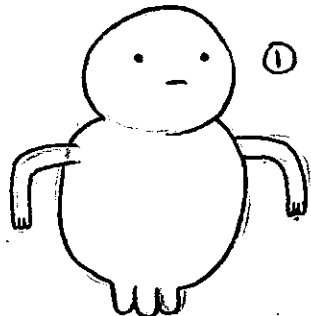
J / OH ...

J / I GUESS SHE'LL BE THE ONE WHO GOT AWAY..

Action:

(arms lower slightly)

Timing:



Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Page 103A

103B NEXT

Sc. 66 *CONT*

Pnl. C

Bg.

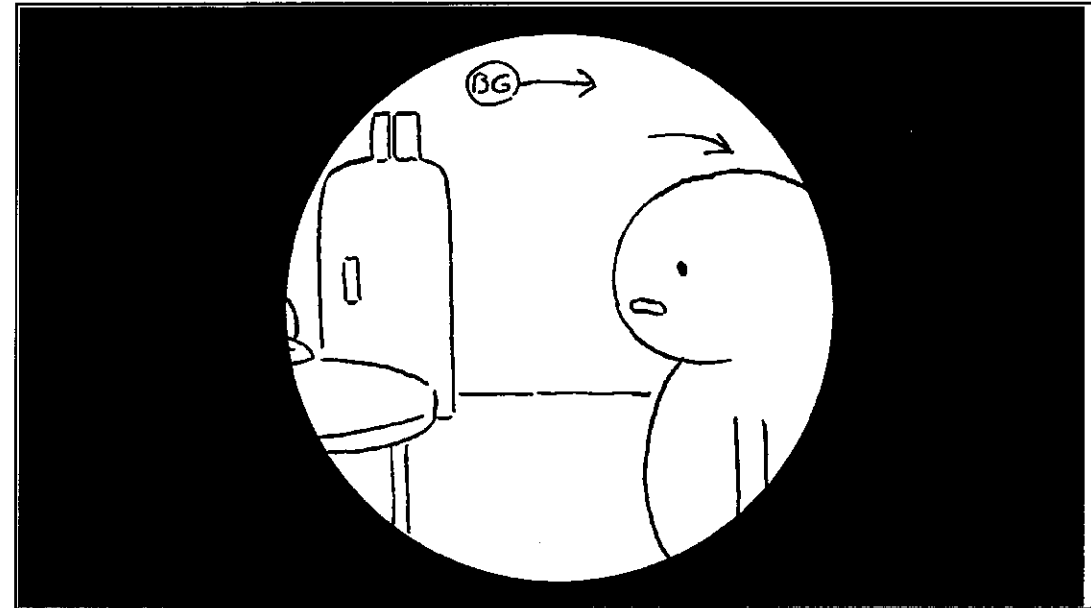
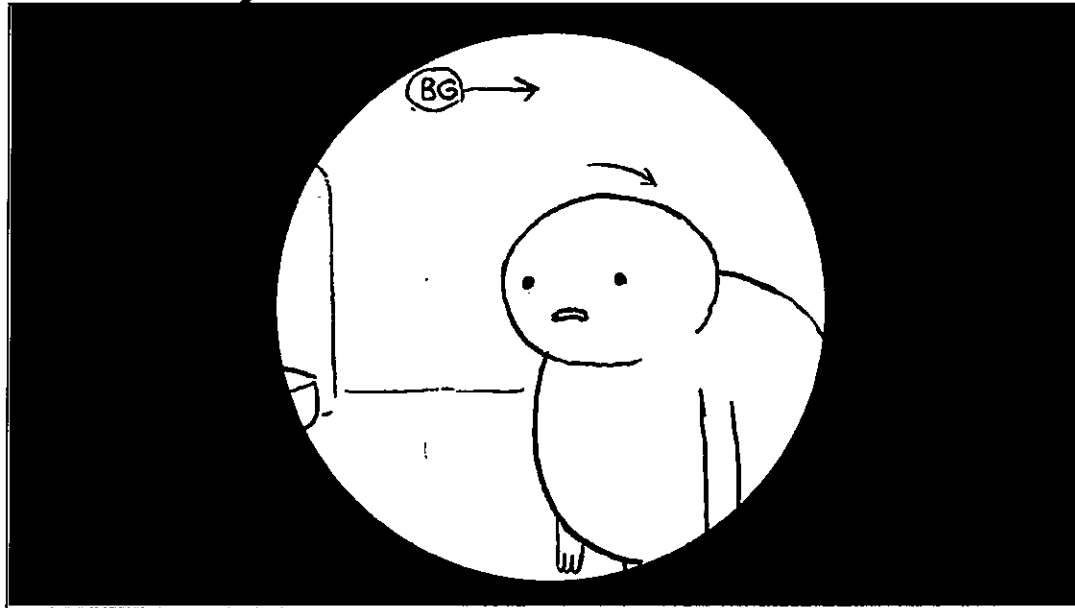
day night

Sc. 66 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action:

-BG pans to reveal LSP at table

-Johnnie turns and animates to foreground

Timing:



CAM BANANA PANS
AROUND JOHNNIE

SEP 24 2013

Production :

EPISODE# 1014-160

1014/160

1014/160

1014/160

ADVENTURE TIME



Page 103B

104 NEXT
day night

Sc. 66 *CONT*

Pnl. E

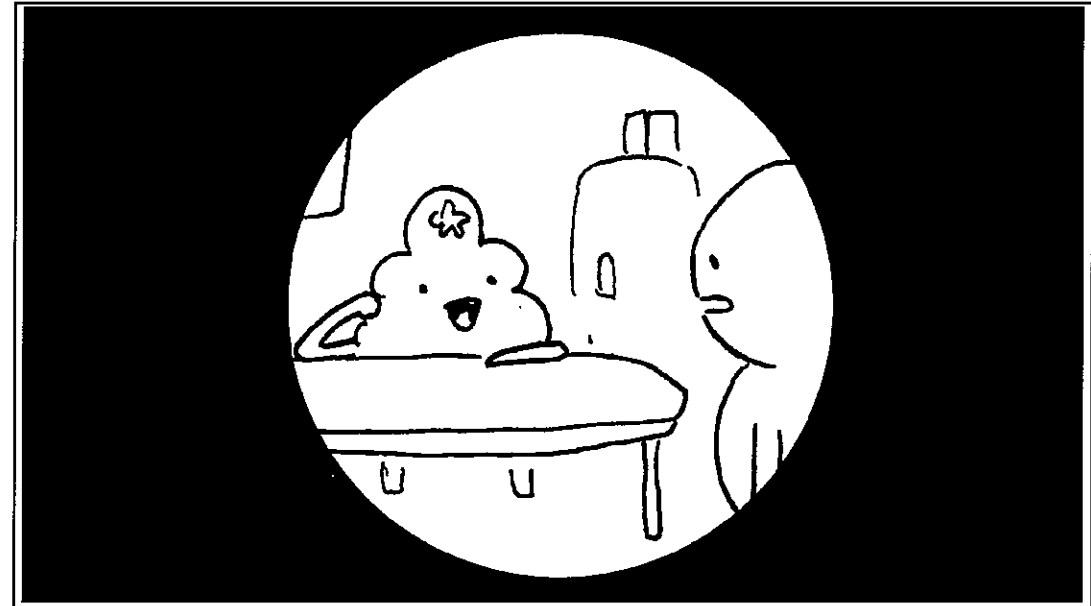
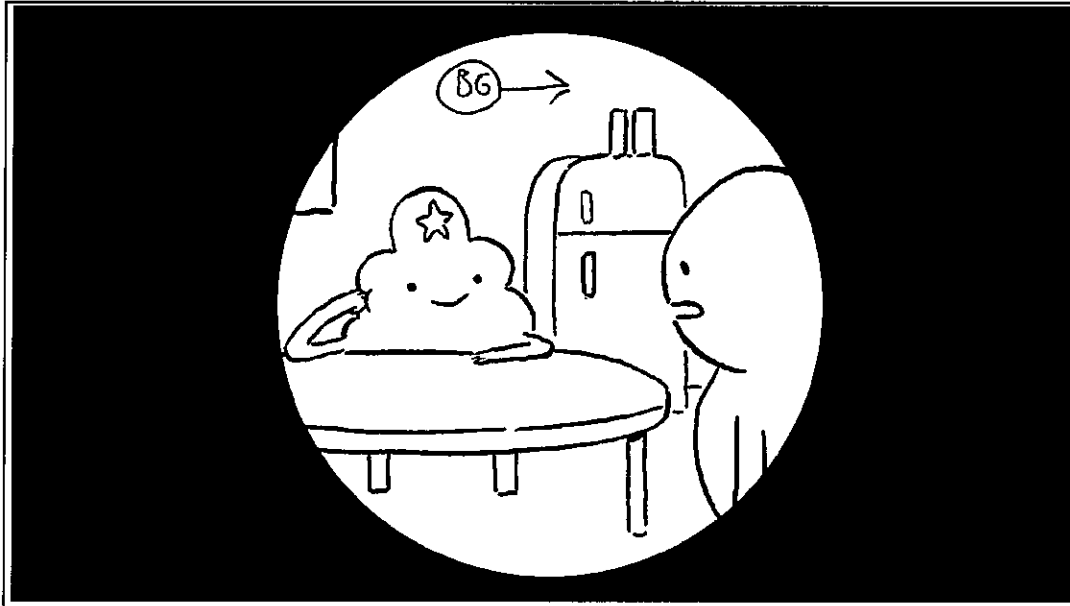
Bg.

day night

Sc. 66 *CONT*

Pnl. F

Bg.



Dialog:

LSP / LOOKING FOR SOMEONE ?

Action:

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

1014/160

ADVENTURE TIME



Sc. *66 cont*

Pnl. G

Bg.

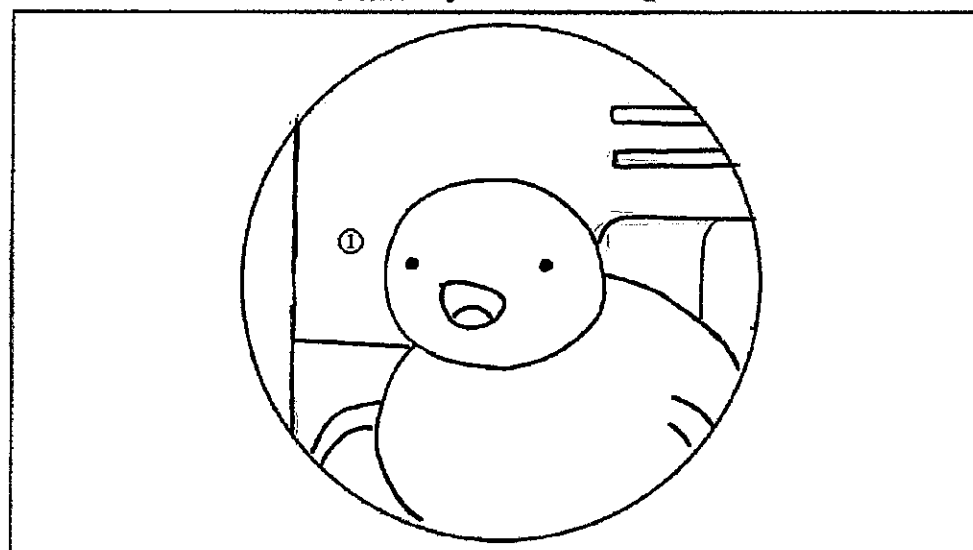
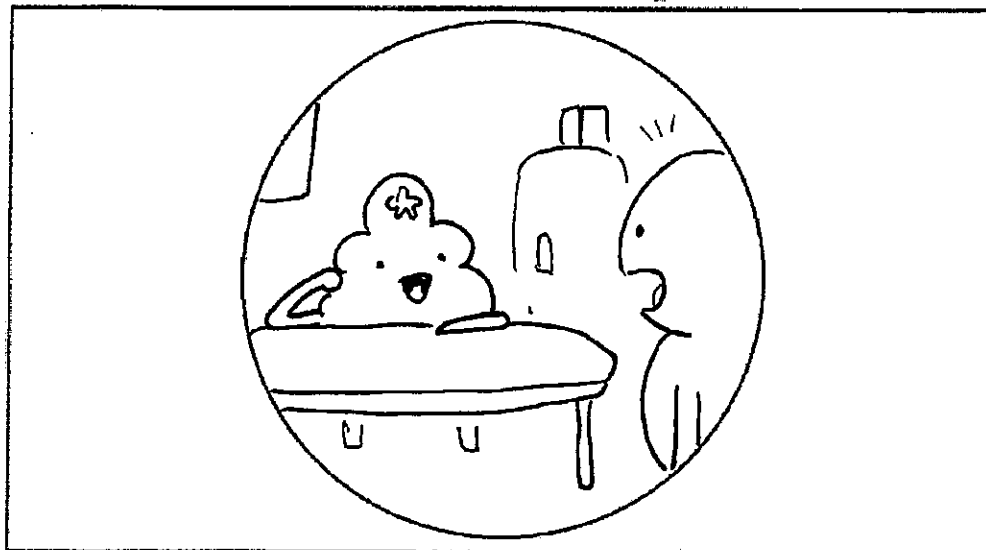
day night

Sc. *67*

Pnl. *A*

Bg.

Page *104*
day night



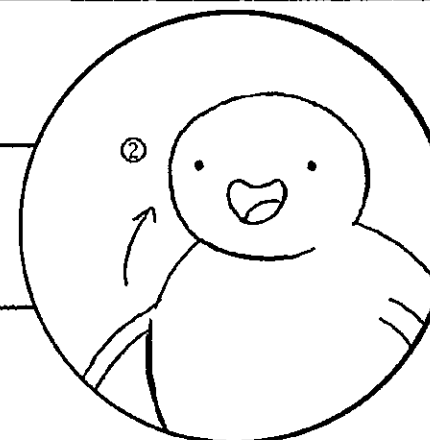
Dialog:

J / YOU'RE ... YOU'RE
STILL HERE !

Action:

- ANIMATED CAM MOVE TO SHOW LSP.

Timing:



EPISODE #

1014-160

Production :

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1014/160

1014/160

ADVENTURE TIME

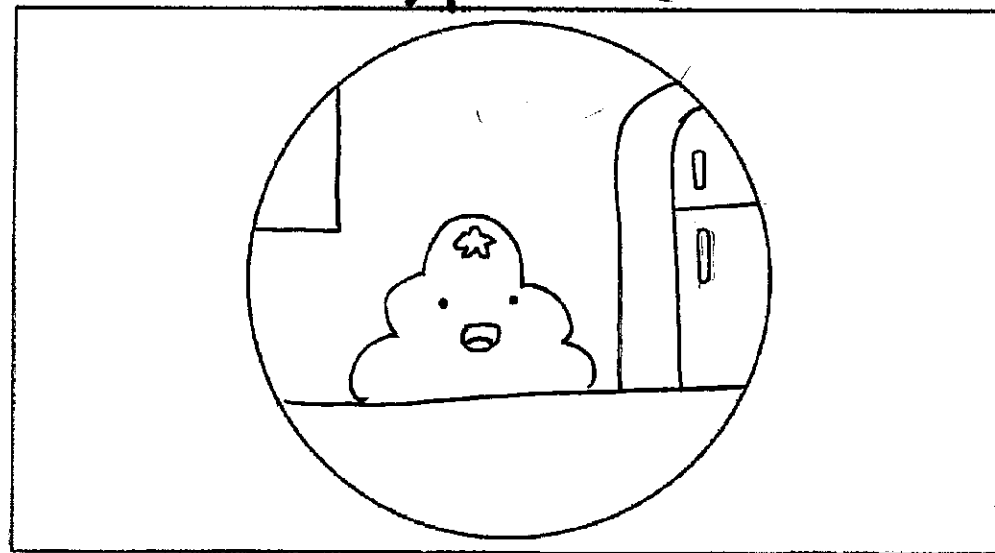


Sc. 68

Pnl. A

Bg.

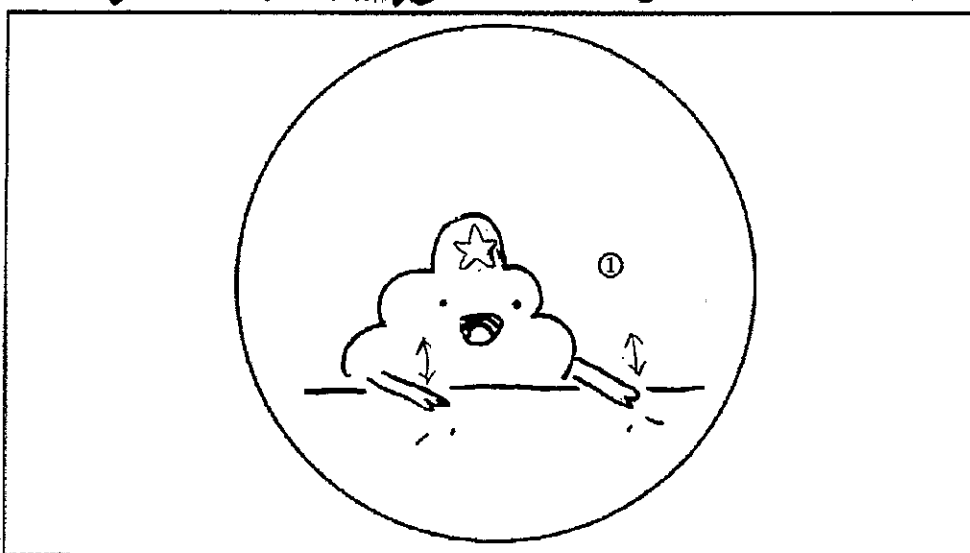
day night



Sc. 68 CONT Pnl. B

Bg.

Page 105
day night



1014-160

EPISODE #

1014/160

Dialog:

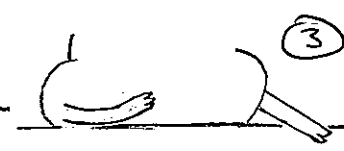
LSP / OF COURSE I AM

LSP / NOW MAKE ME
SOME BREAKFAST!

Action:

-LSP DRUMS ON TABLE.

Timing:



Production :

SEP 24 2013

1014/160

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ADVENTURE TIME



Page 106

Sc. 68 cont Pnl. C

Bg.

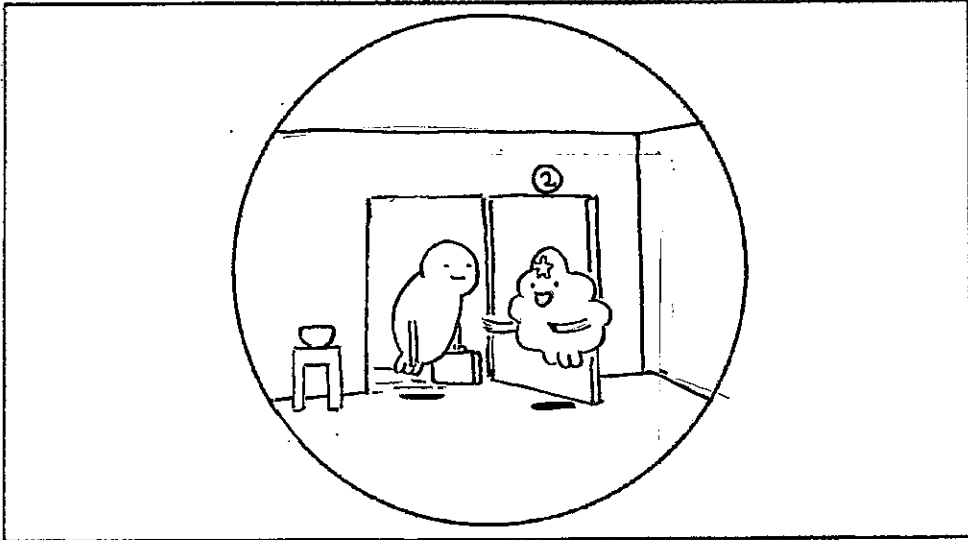
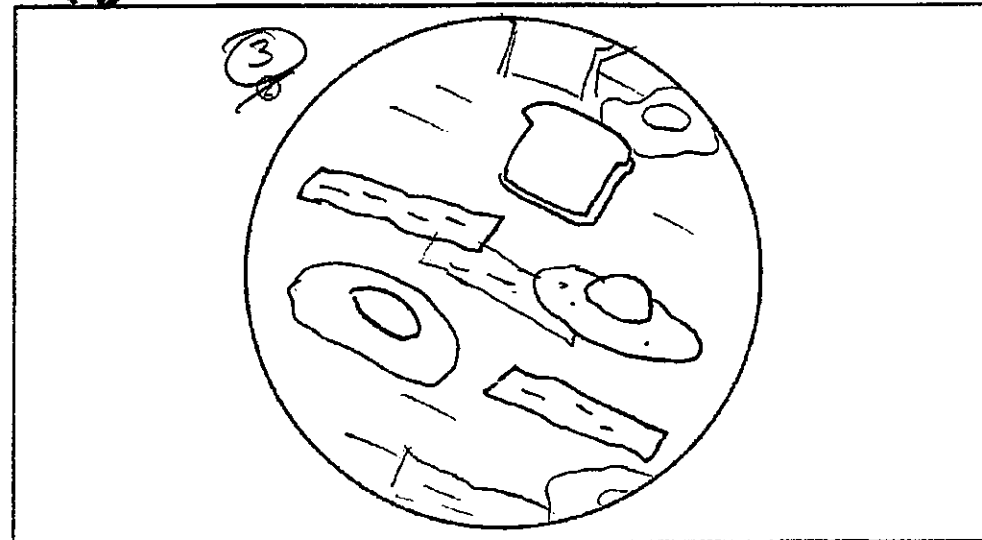
day night

Sc. 69

Pnl. A

Bg.

day night



Dialog:	<p>< BREAKFAST WIPE! ></p>		<p><u>LSP</u> / OK, JOHNNIE, GOOD LUCK AT YOUR MEETING AND REMEMBER . . . (3) I'll be right over there...</p>	
Action:				
Timing:				

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Production :

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ADVENTURE TIME



Page **107**

Sc. **69 CONT** Pnl. **B**

Bg.

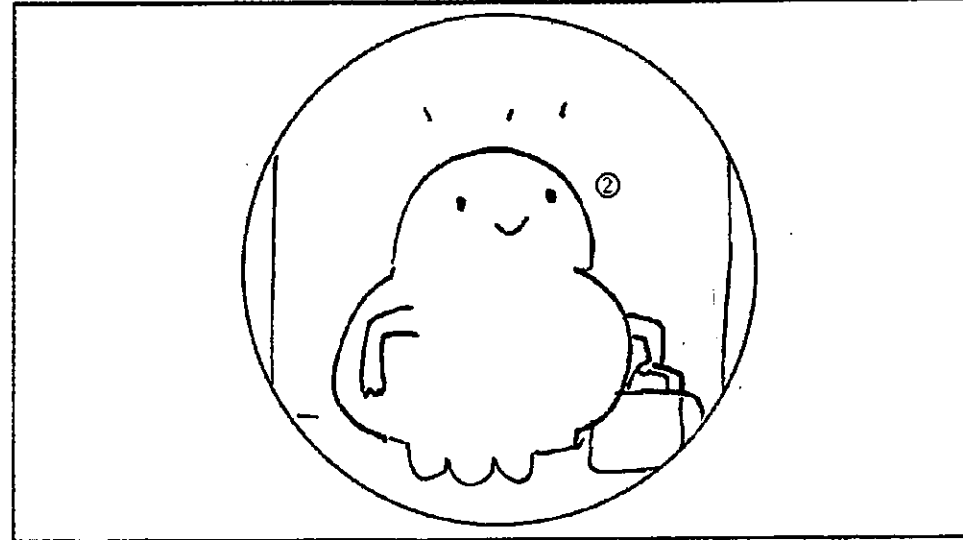
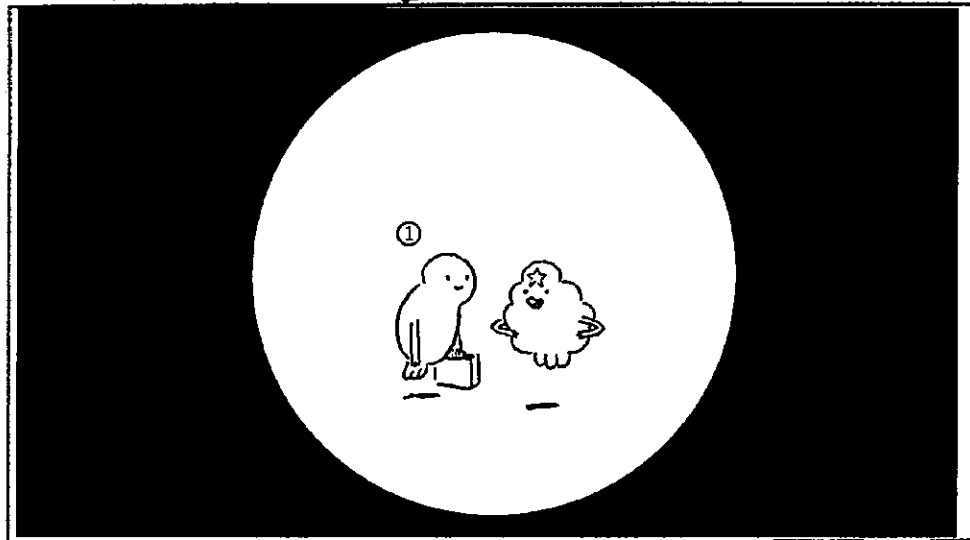
day night

Sc. **70**

Pnl. **A**

Bg.

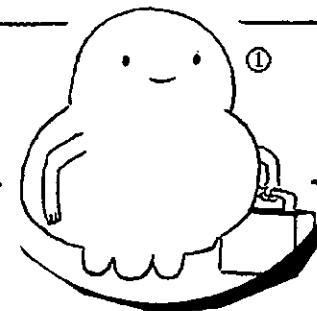
day night



1014-160

EPISODE #

Dialog:	LSP / SENDING YOU GOOD VIBES WHILE YOU'RE WOWING PRINCESS BUBBLEGUM	LSP / (OS) (ECHO) SENDING YOU GOOD VIBES SENDING YOU GOOD VIBES
Action:	(3) Johnnie straightens up	
Timing:		



Production :

SEP 24 2013

1014/160

1014/160

1014/160

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ADVENTURE TIME



Page **108**

Sc. **70 CONT** Pnl. **B**

Bg.

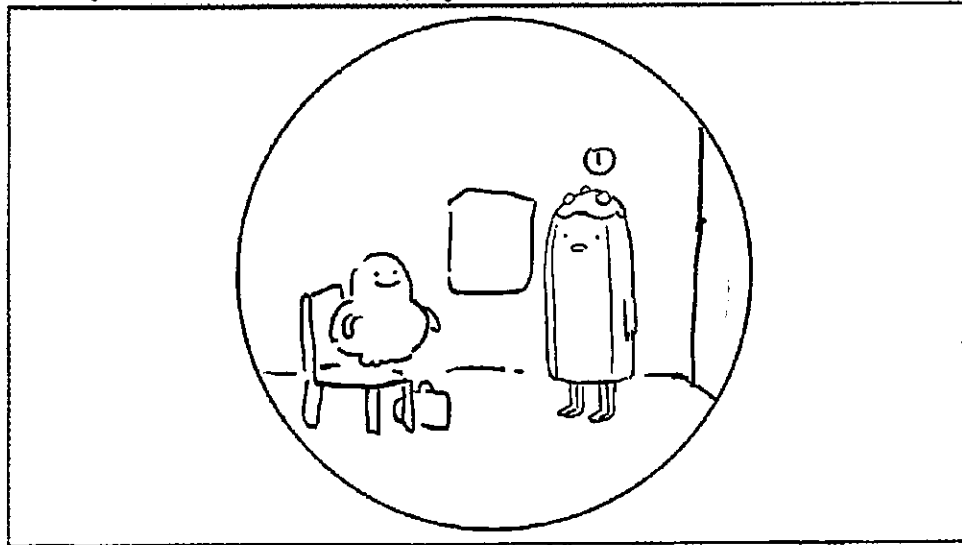
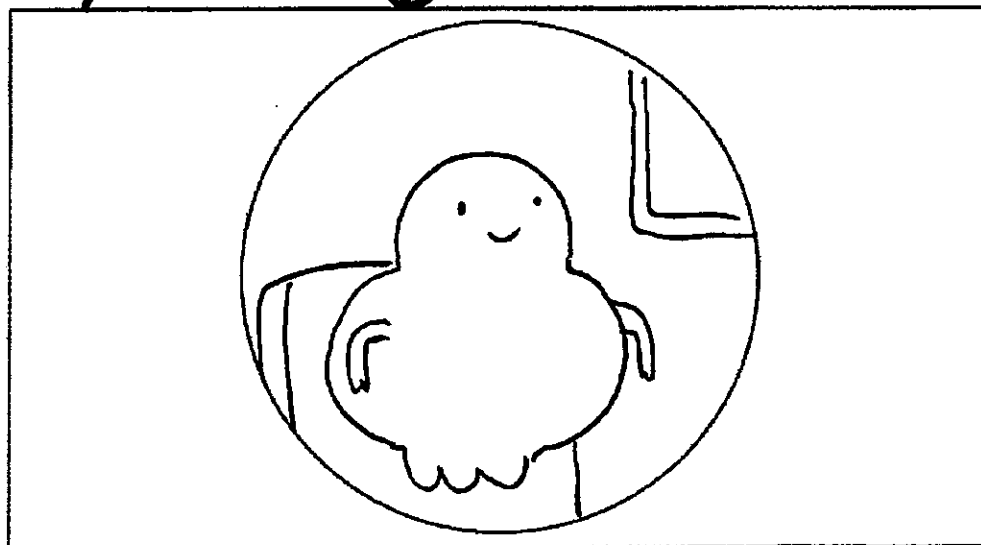
day night

Sc. **71**

Pnl. **A**

Bg.

day night



EPISODE # **1014-160**

Dialog:

B. GUARD #1 / YO, WHY ARE YOU SO CONFIDENT,
MAN? AREN'T YOU NERVOUS TO
MEET THE PRINCESS?

Action:

< match
Dissolve to Johnnie
sitting in PB's waiting room >

Timing:



Production :

SEP 24 2013

1014/160

1014/160

1014/160

1014/160

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ADVENTURE TIME

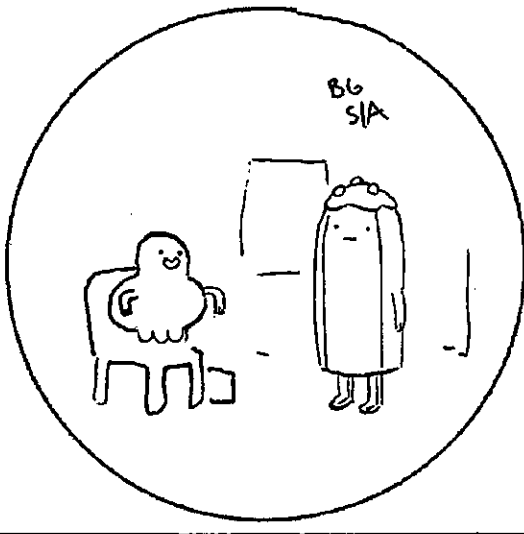


Page 109

Sc. 71 CONT Pnl. B

Bg.

day night

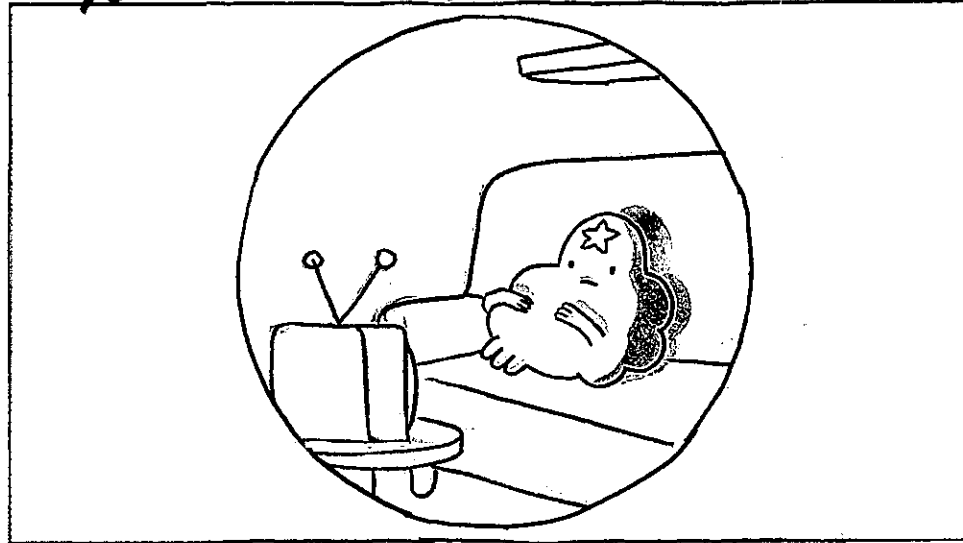


Sc. 72

Pnl. A

Bg.

day night



EPISODE #
1014-160

1014/160

Dialog:

J/ NOPE! MY GF IS BACK AT
MY PLACE SENDING ME GOOD VIBES.

Action:

(LSP watching TV)

Timing:

Production :

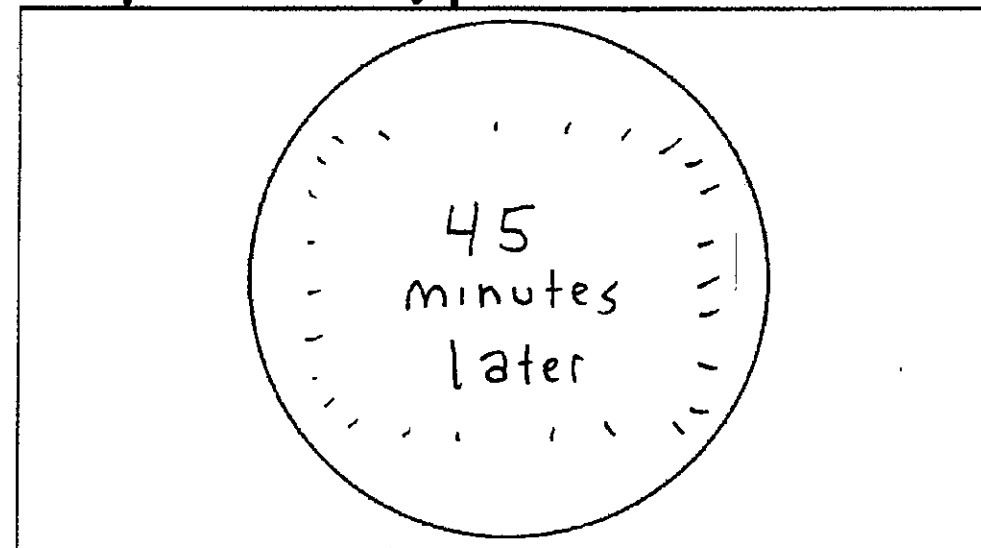
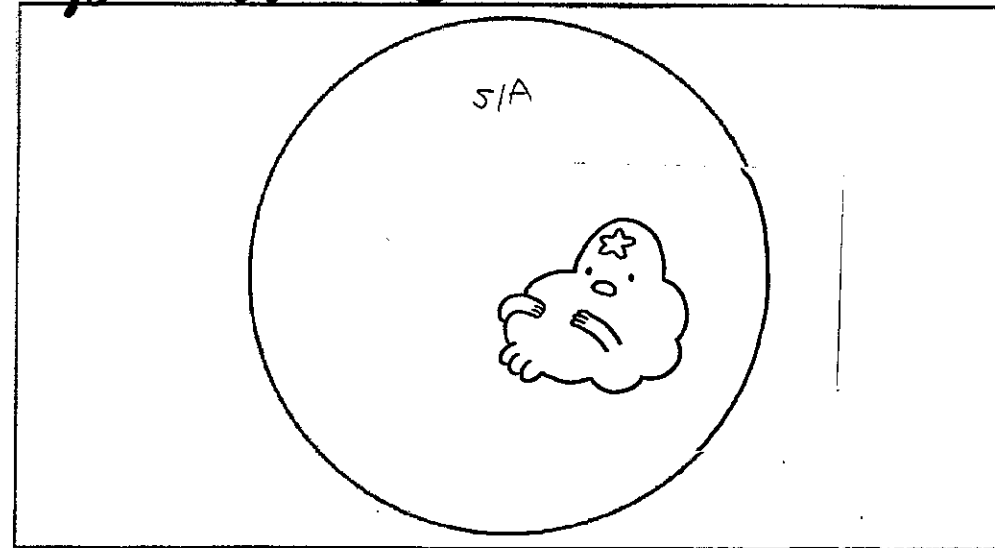
SEP 24 2013

1014/160

ADVENTURE TIME



Sc. **72 CONT** Pnl. **B** Bg. day night Sc. **73** Pnl. **A** Bg. day night Page **110**



Dialog:	<u>LSP</u> / JONNIE'S FRIEND HAS SO MANY MOVIE CHANNELS
Action:	
Timing:	

EPISODE # 1014-160

Production :

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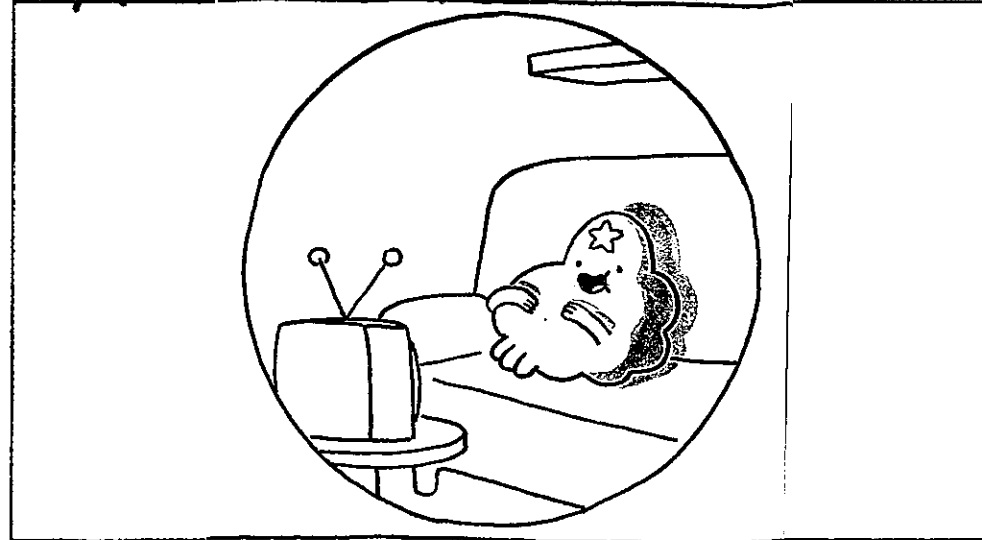


Sc. 74

Pnl. A

Bg.

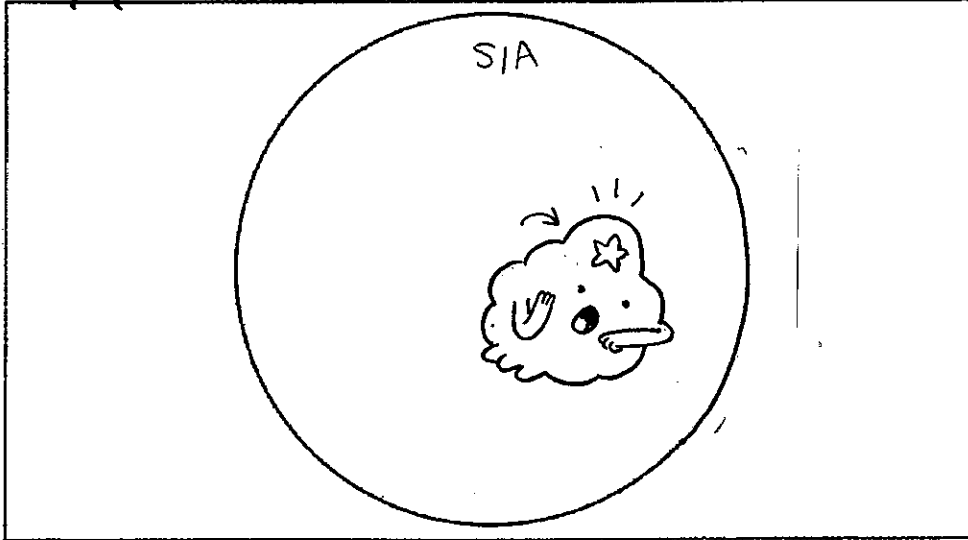
day night



Sc. 74 CONT Pnl. B

Bg.

day night



Dialog:	<p><u>LSP</u> / haha, THAT MOVIE WAS SO DUMB.</p>	<p><u>LSP</u> / OH POOP! JOHNNIE'S MEETING!</p>
Action:		
Timing:		

EPISODE # 1014-160

Production :

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ADVENTURE TIME

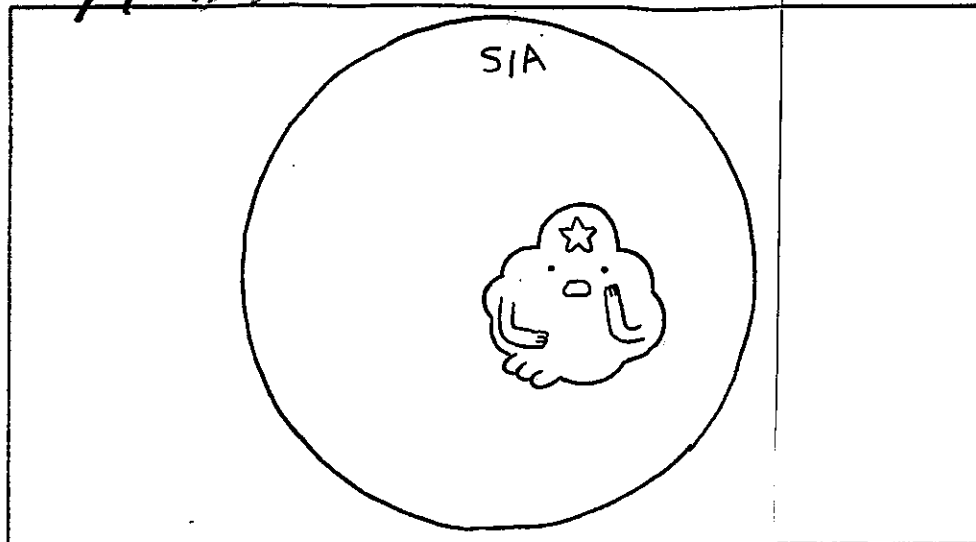


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Sc. 74 CONT Pnl. C

Bg.

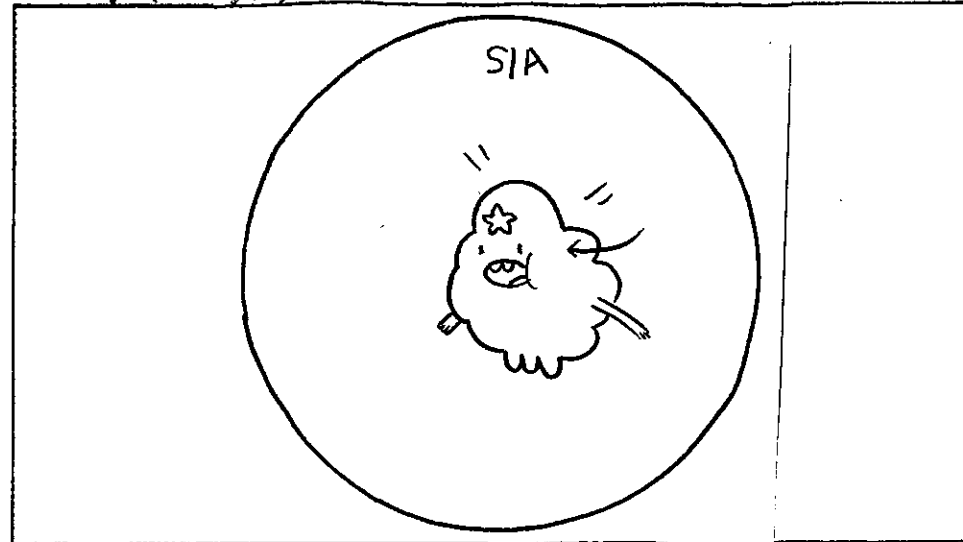
day night



Sc. 74 CONT Pnl. D

Bg.

day night



EPISODE # 1014-160

Dialog:

LSP / I WONDER HOW
IT WENT...

SFX < DOOR >

LSP / JOHNNIE !!

Action:

Timing:

Production :

SEP 24 2013

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1014/160

1014/160

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ADVENTURE TIME

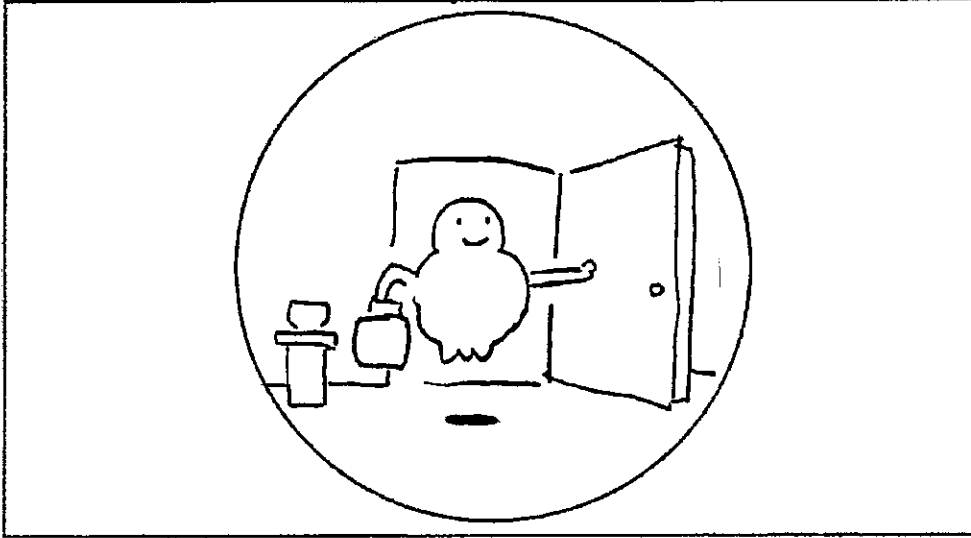


Sc. 75

Pnl. A

Bg.

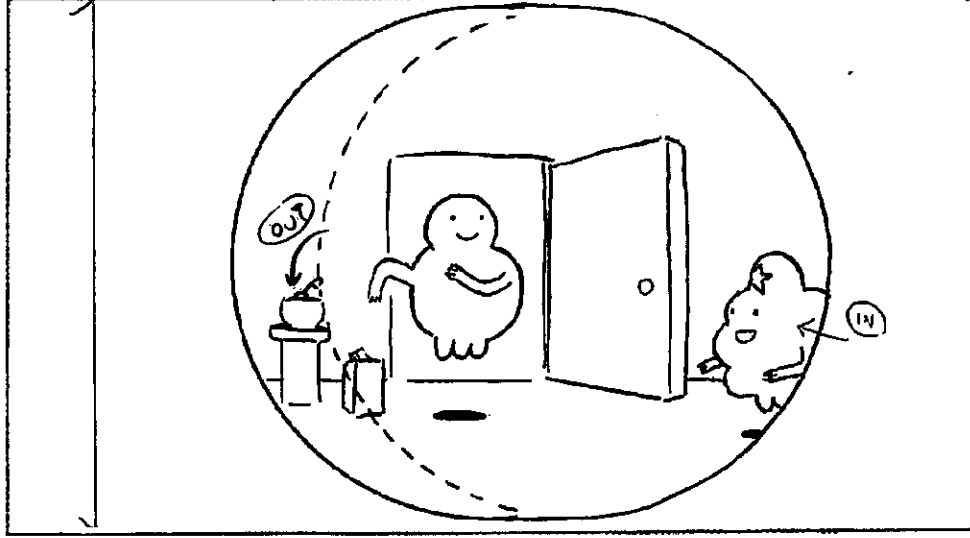
day night



Sc. 75 CONT Pnl. B

Bg.

day night



Page 113
113A NEXT

Dialog:

LSP / (OS) OH, JOHNNIE !

LSP / YOU'RE HOME !
- SFX CLINK.

Action:

CAM
ADJ → AS LSP
enters

Timing:



(Johnnie drops briefcase on ground
and tosses keys in bowl next to door)

EPISODE # 1014-160

Production :

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1014/160

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ADVENTURE TIME

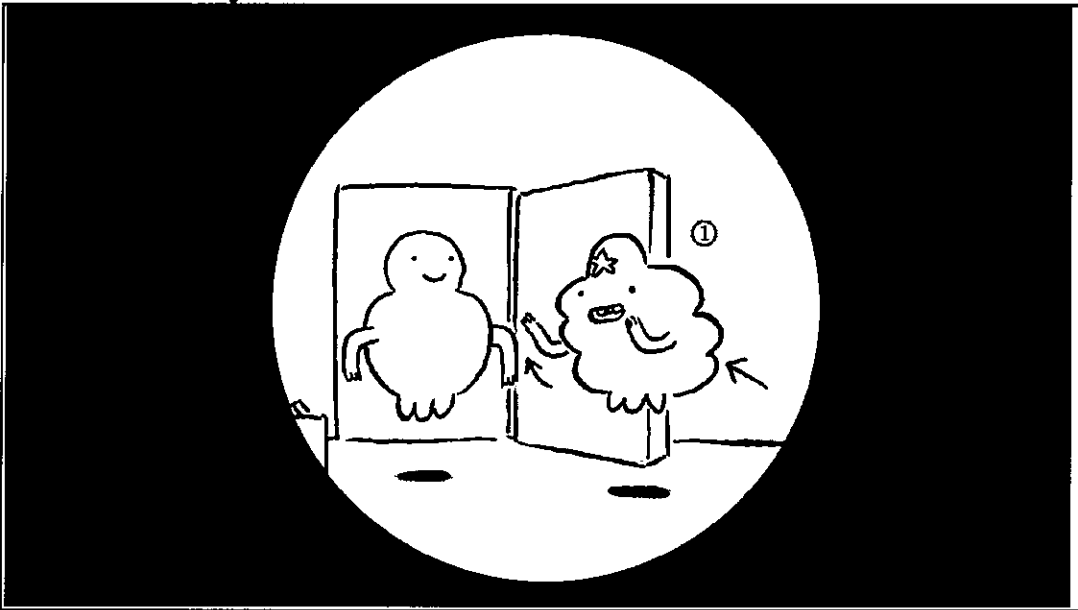


Sc. 75 *CONT*

Pnl. C

Bg.

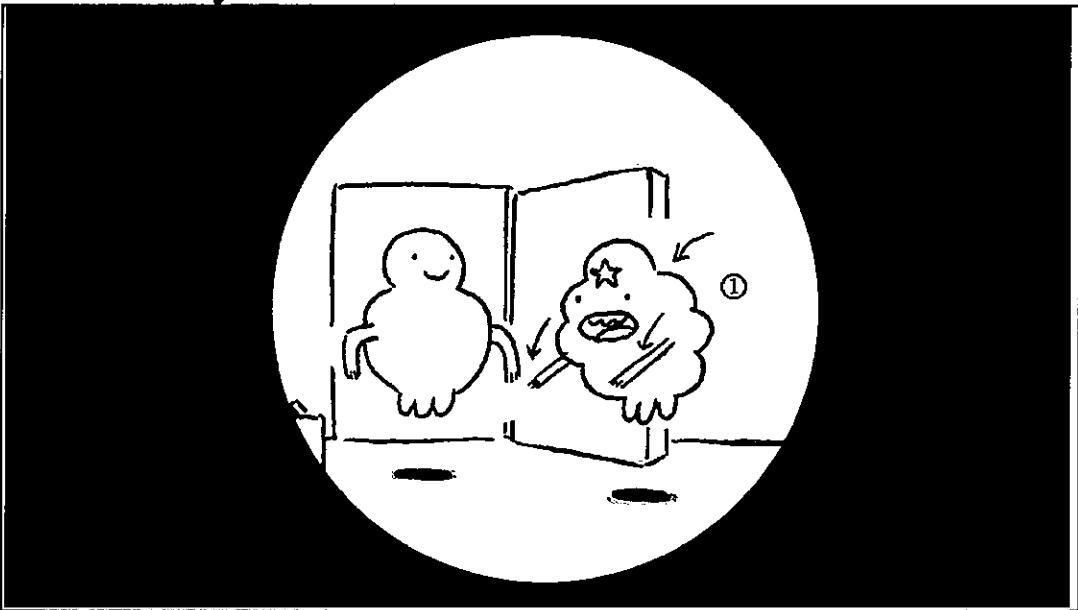
day night



Sc. 75 *CONT*

Pnl. D

Bg.



Dialog:

LSP/ How'd it go? Oh don't keep me -
(1) (2)

LSP/ in suspense JOHNNY!
(1) (2)

Action:

-LSP shakes arms

Timing:



SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

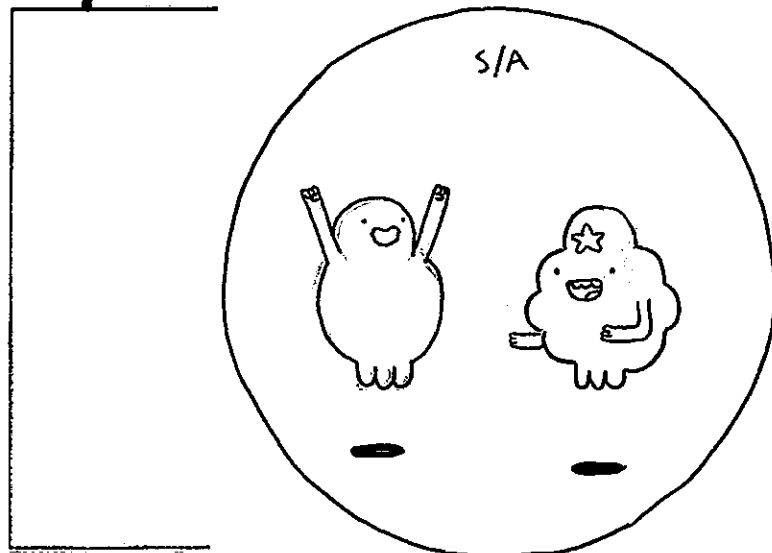
1014/160

ADVENTURE TIME



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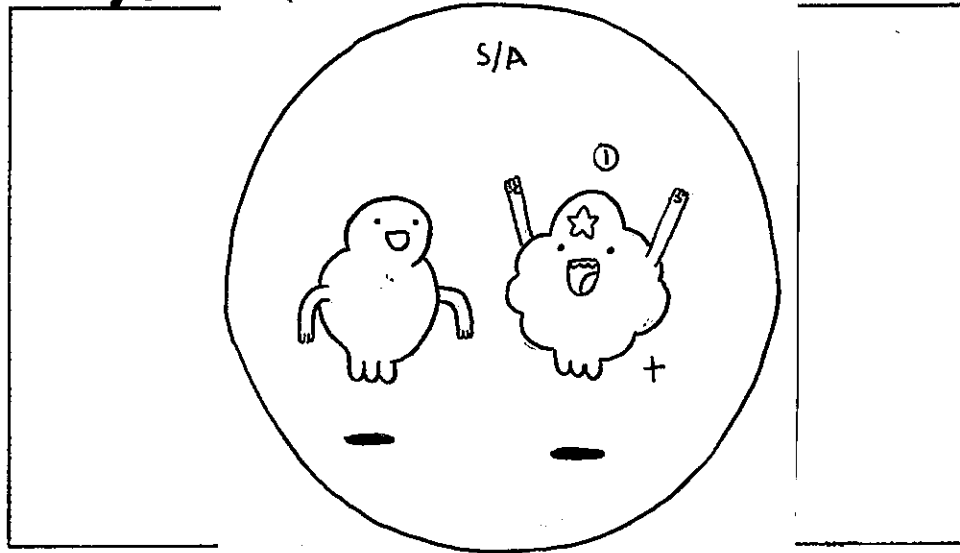
Sc. 75 CONT Pnl. E Bg.



day night

Sc. 75 CONT Pnl. F Bg.

day night



1014-160

EPISODE #

Production :

SEP 24 2013

Dialog:

J / I DID IT, BABE! I
LANDED THE SALE!

LSP / ^①JOHNNIE, THAT'S
WONDERFUL! ^②

Action:

Timing:



1014/160

1014/160

1014/160

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ADVENTURE TIME



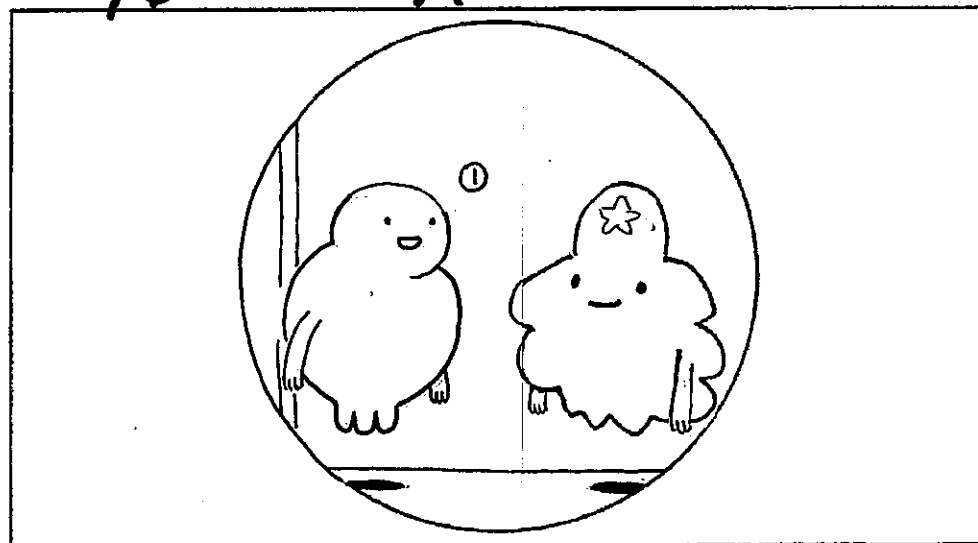
Page 115

Sc. 76

Pnl. A

Bg.

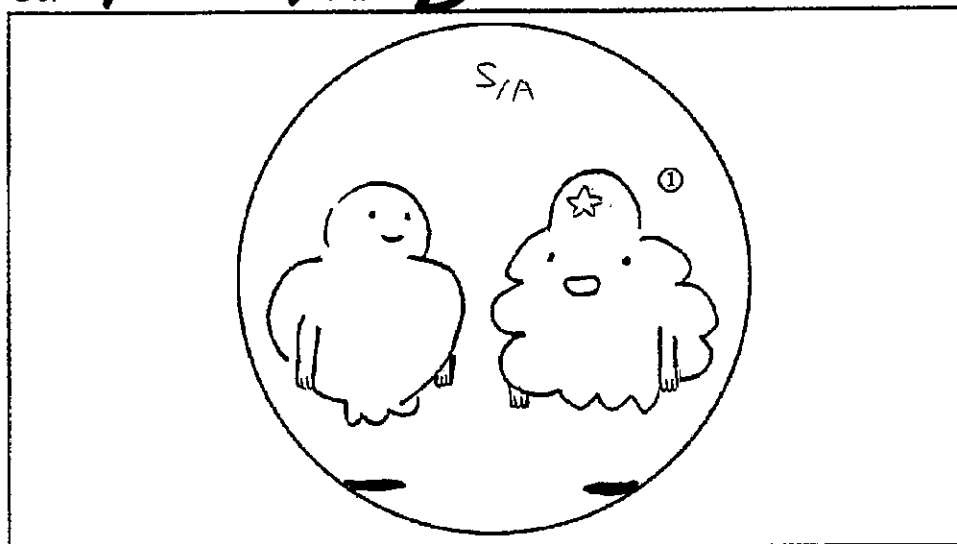
day night



Sc. 76 cont Pnl. B

Bg.

day night



Dialog:

J/ AND I COULDN'T HAVE
— DONE IT WITHOUT YOU.

LSP / I KNOW.

Action:

Timing:



1014-160

EPISODE #

Production :

SEP 24 2013

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1014/160

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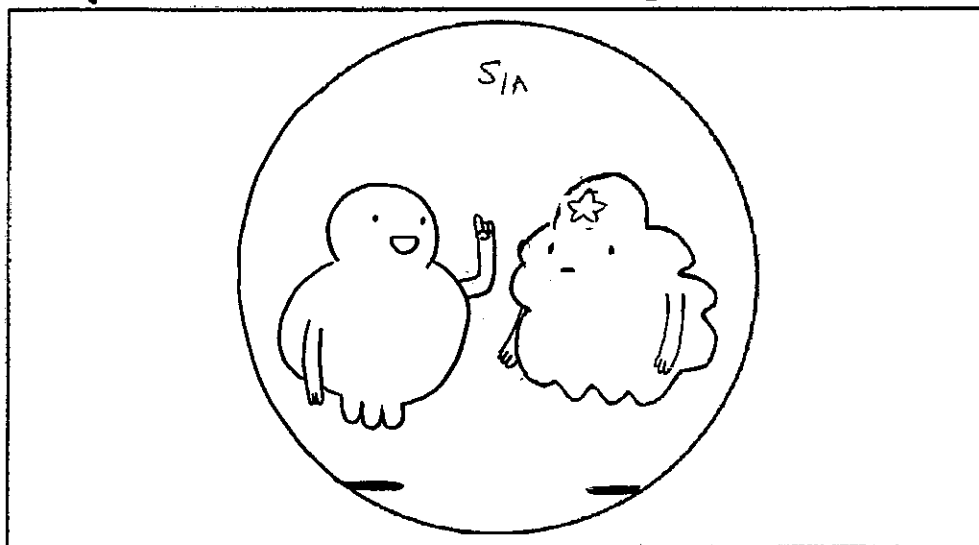
ADVENTURE TIME



Sc. 76 CONT Pnl. C

Bg.

day night

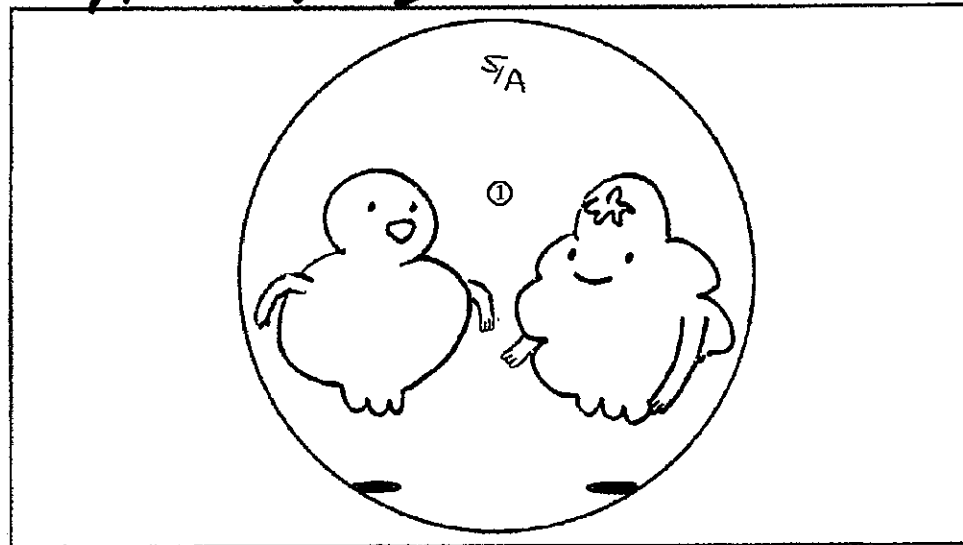


Sc. 76 CONT Pnl. D

Bg.

day night

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EPISODE # 1014-160

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Dialog:

J/ AND HERE'S THE
BEST PART...

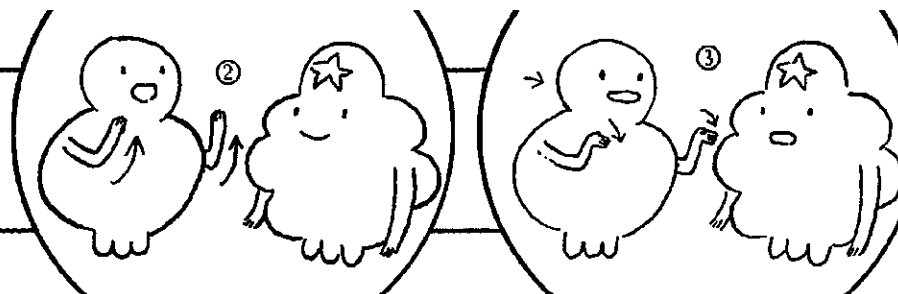
J/ SHE WANTS ME BACK AT
THE CASTLE TONIGHT TO GO OVER
THE CONTRACTS DURING :

Action:

A ROYAL DINNER!

-LSP's mouth drops open a little

Timing:



Production :

SEP 24 2013

1014/160

ADVENTURE TIME



Page **117**

Sc. **76 CONT** Pnl. **E**

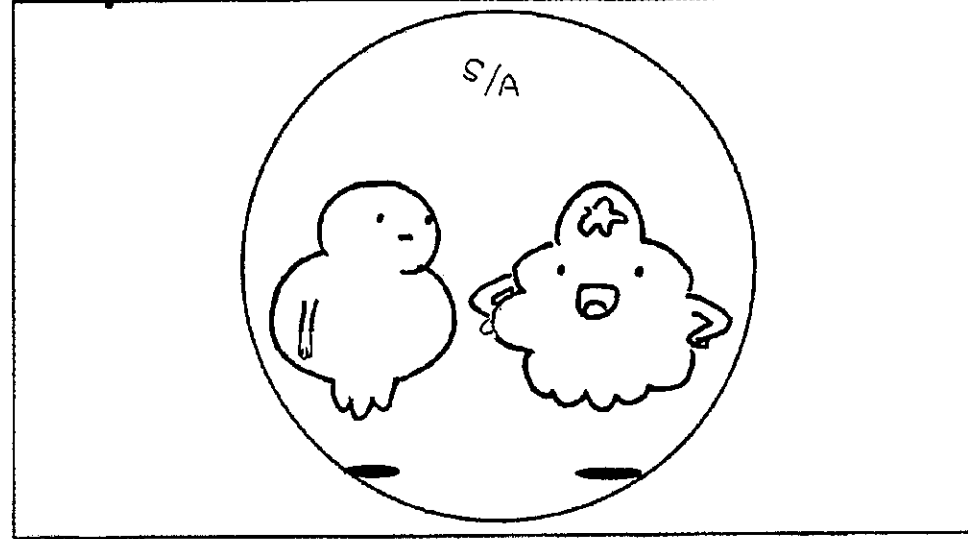
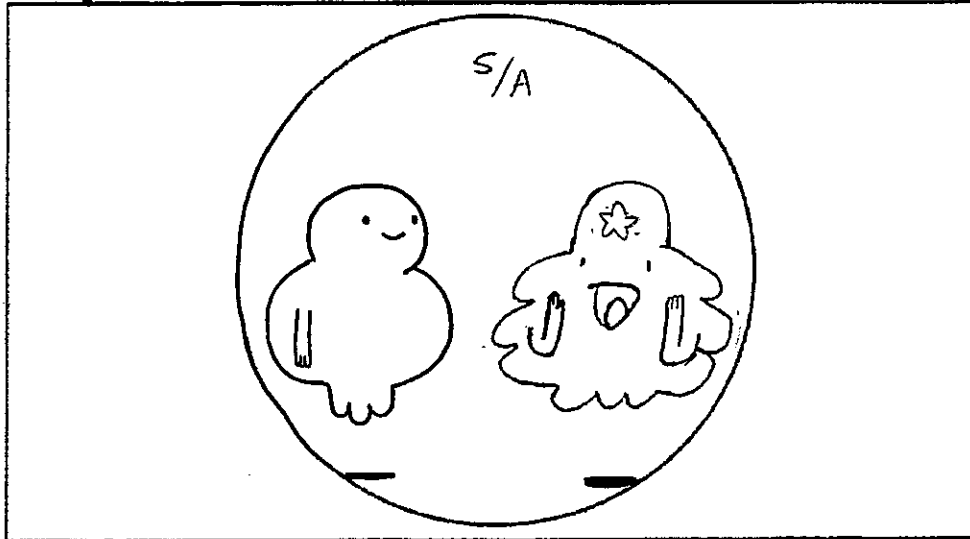
Bg.

day night

Sc. **76 CONT** Pnl. **F**

Bg.

day night



Dialog:

LSP/ OH MY GLOB!

LSP/ IT WILL BE NICE TO
HAVE DINNER AT THE CASTLE

Action:

Timing:

EPISODE # **1014-160**

Production :

SEP 24 2013

1014/160

1014/160

ADVENTURE TIME



Page **118**

Sc. **76 CONT** Pnl. **G**

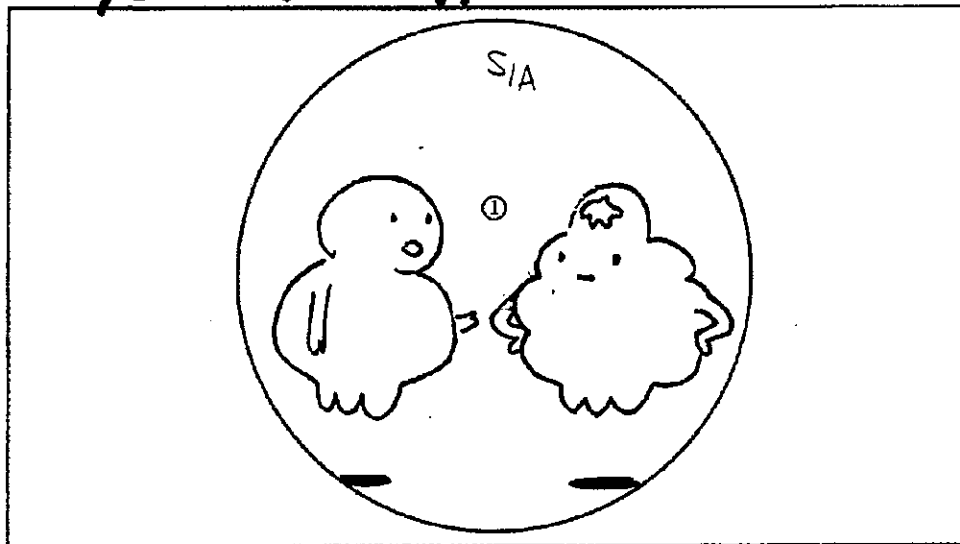
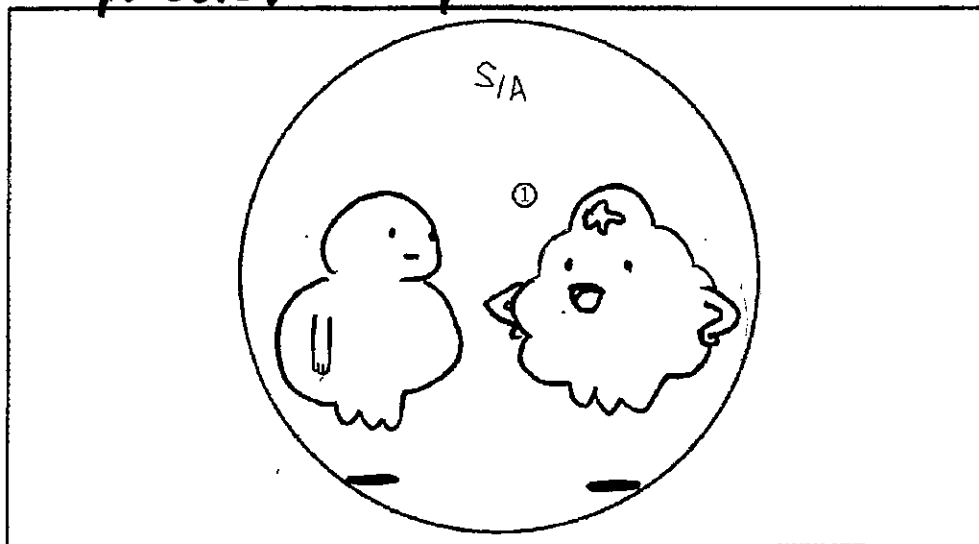
Bg.

day night

Sc. **76 CONT** Pnl. **H**

Bg.

day night



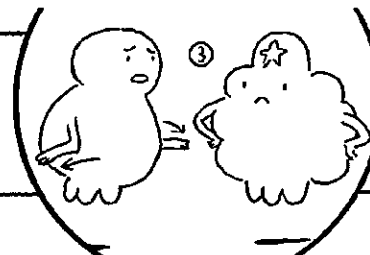
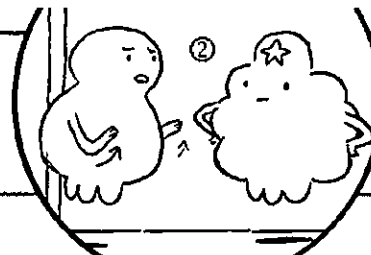
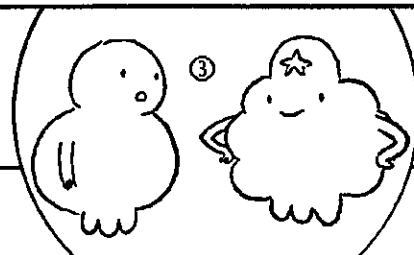
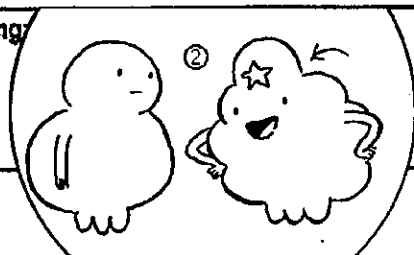
Dialog:

LSP / IT'S BEEN A WHILE
J: (3) Oh---

J / --- NO. IT'S A BUSINESS
MEETING, NOT SOCIAL

Action:

Timing:



EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

1014/160

1014/160

1014/160

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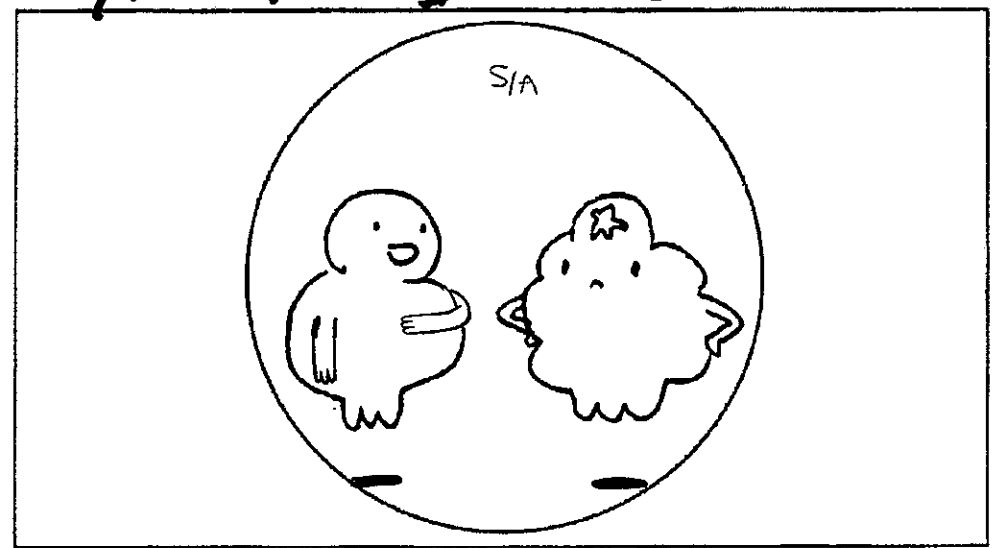
ADVENTURE TIME



Sc. 76 CONT Pnl. I

Bg.

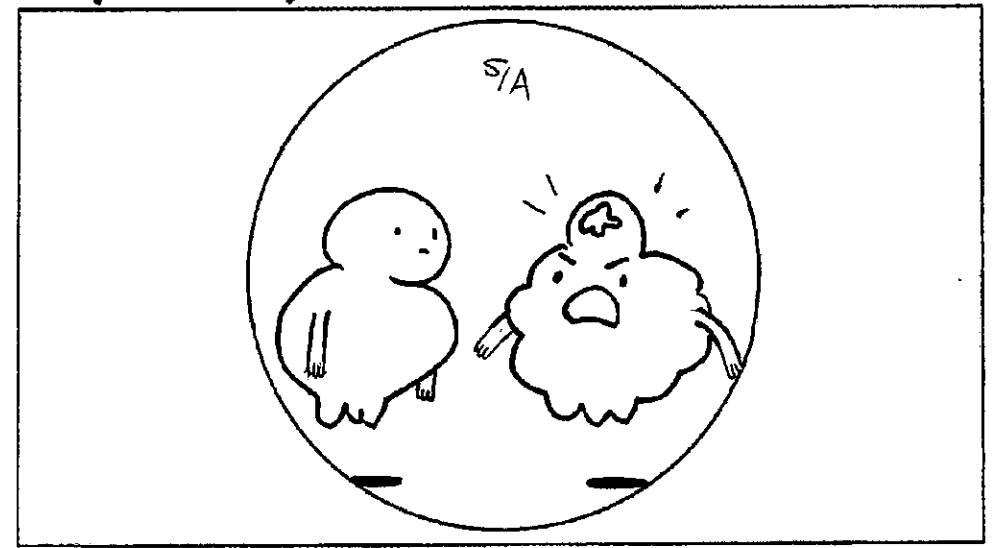
day night



Sc. 76 CONT Pnl. J

Bg.

day night



Page 119
119A NEXT
day night

Dialog:
<u>I</u> / JUST ME AND THE PRINCESS, I'M AFRAID
Action:
Timing:
<u>LSP</u> / <u>WHAT</u> ?!

1014-160

EPISODE #

Production :

SEP 24 2013

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ADVENTURE TIME



Sc. 76 *cont*

Pnl. K

Bg.

day night

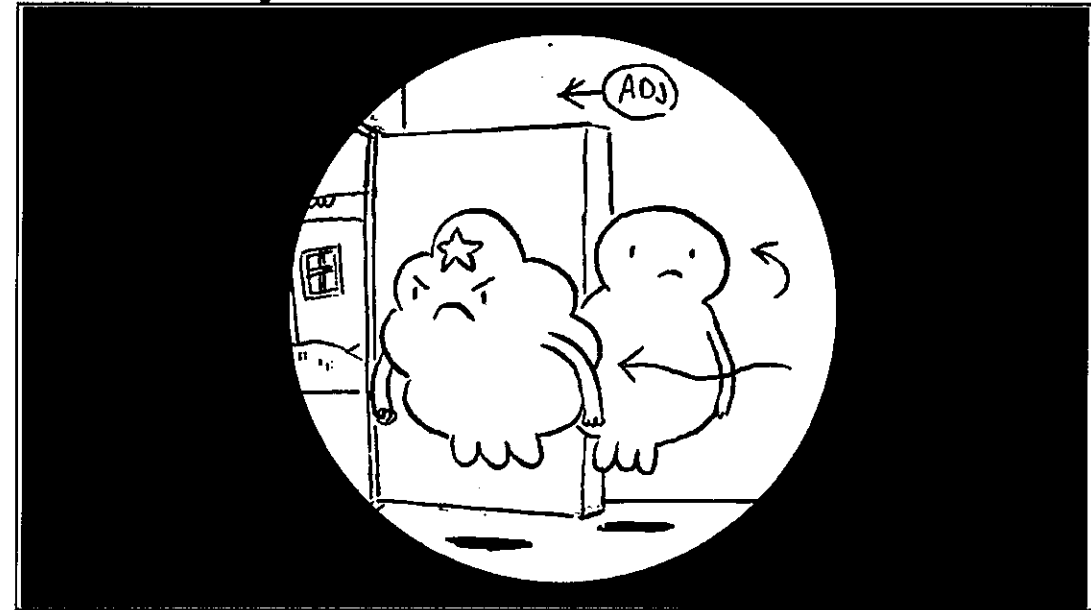
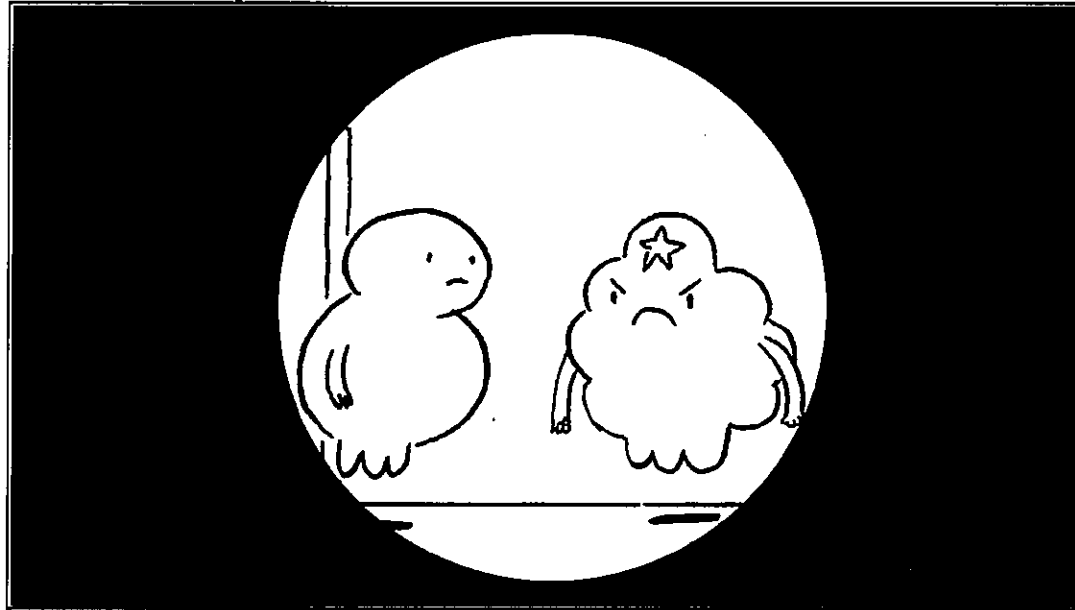
Sc. 76 *cont*

Pnl. L

Bg.

Page 119A

119B NEXT
day night



Dialog:

Action:

-LSP clenches her fists

-LSP floats past Johnnie
-Johnnie turns
-Adjust with LSP

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

1014/160

ADVENTURE TIME



Page 119B

119C NEXT
day night

Sc. 76 *cont*

Pnl. M

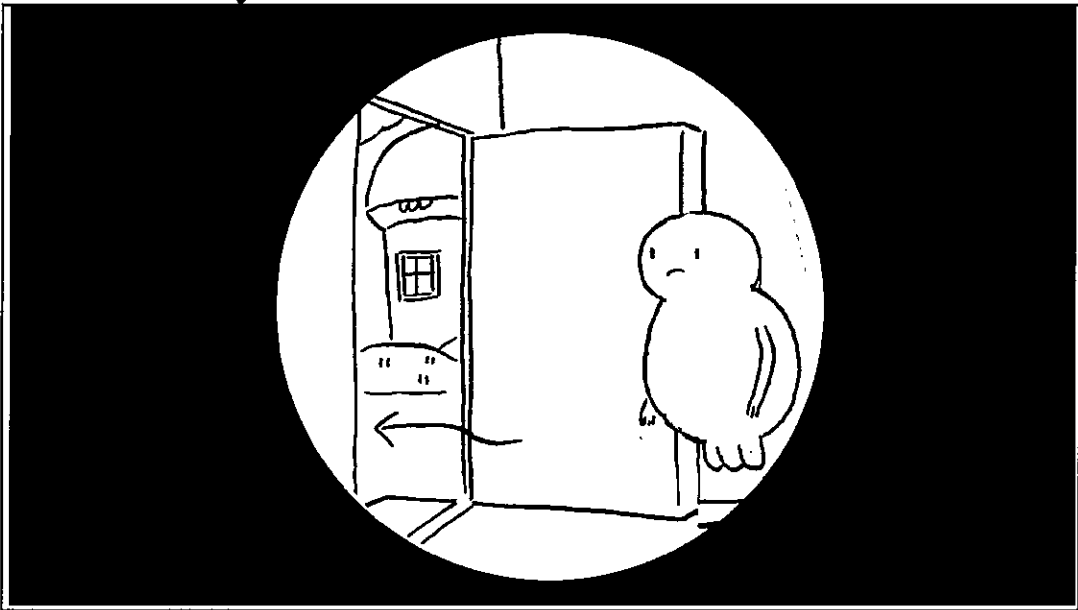
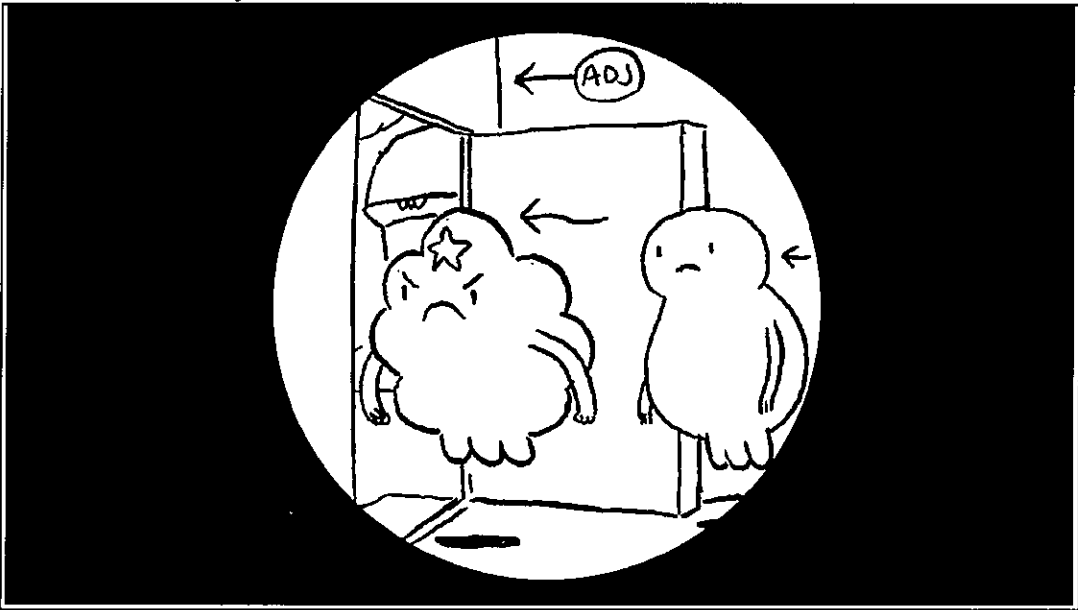
Bg.

day night

Sc. 76 *cont*

Pnl. N

Bg.



Dialog:

Action:

-LSP heads out the door
-Adjust with LSP

-LSP floats off screen

Timing:

SEP 24 2013

Production :

EPISODE # 1014-160

1014/160

1014/160

ADVENTURE TIME

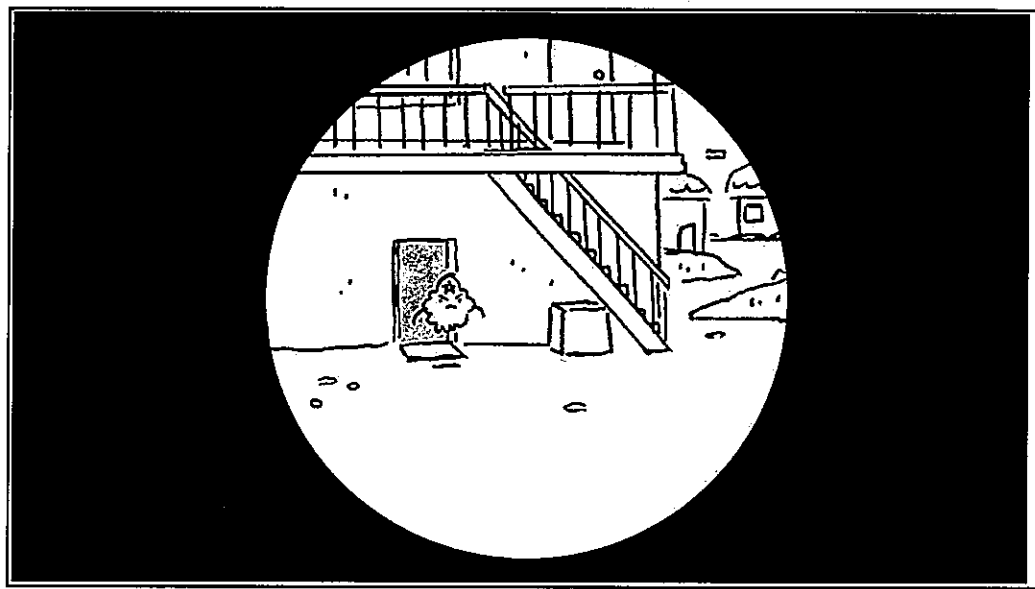


Sc. 77

Pnl. A

Bg.

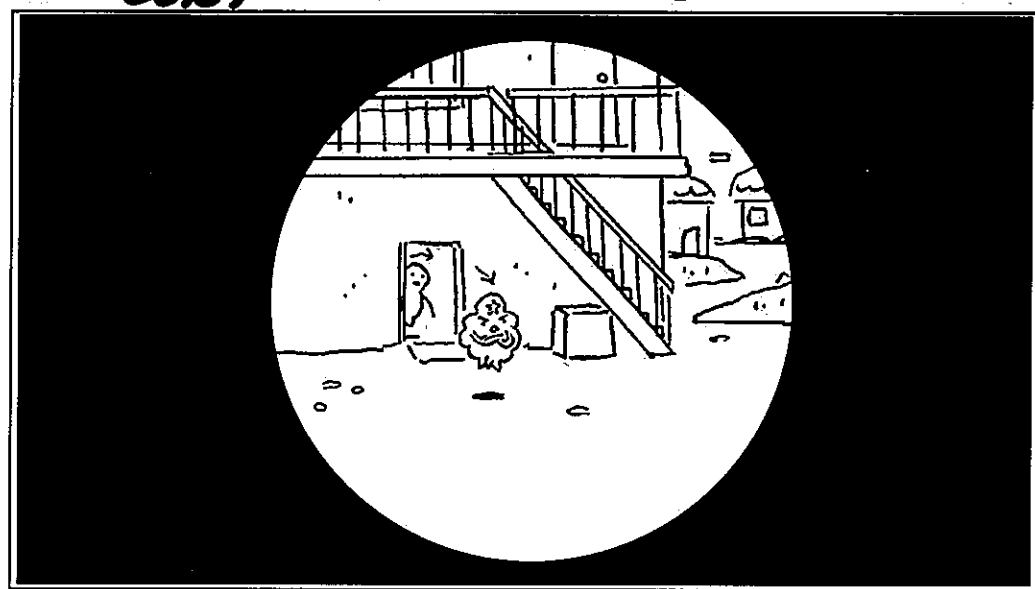
day night



Sc. 77 *cont*

Pnl. B

Bg.



Dialog:	
J/ LSP?	LSP/ So-
Action:	
Timing:	

EPISODE # 1014-160

Production :

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1014/160

1014/160

1014/160

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ADVENTURE TIME

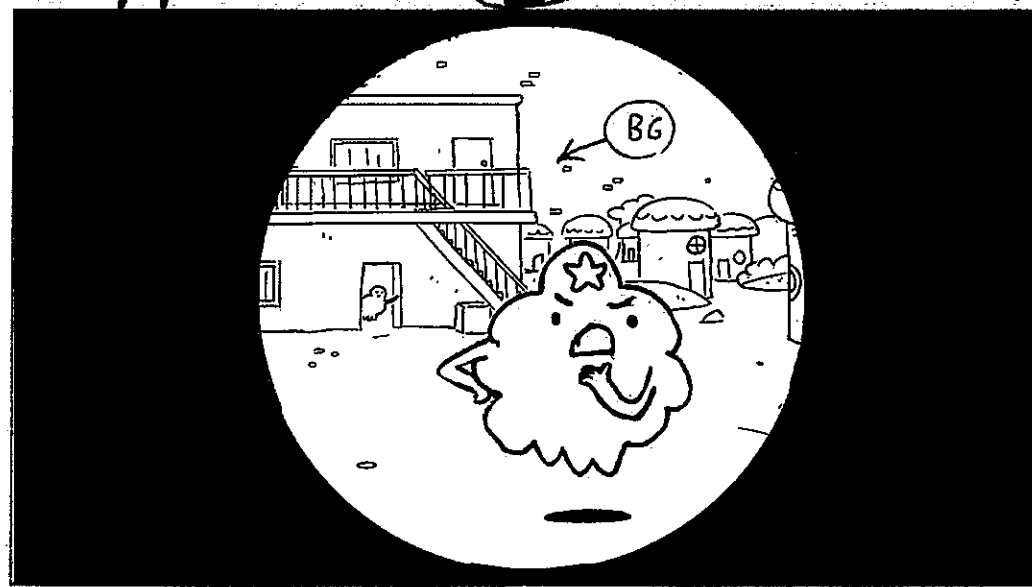
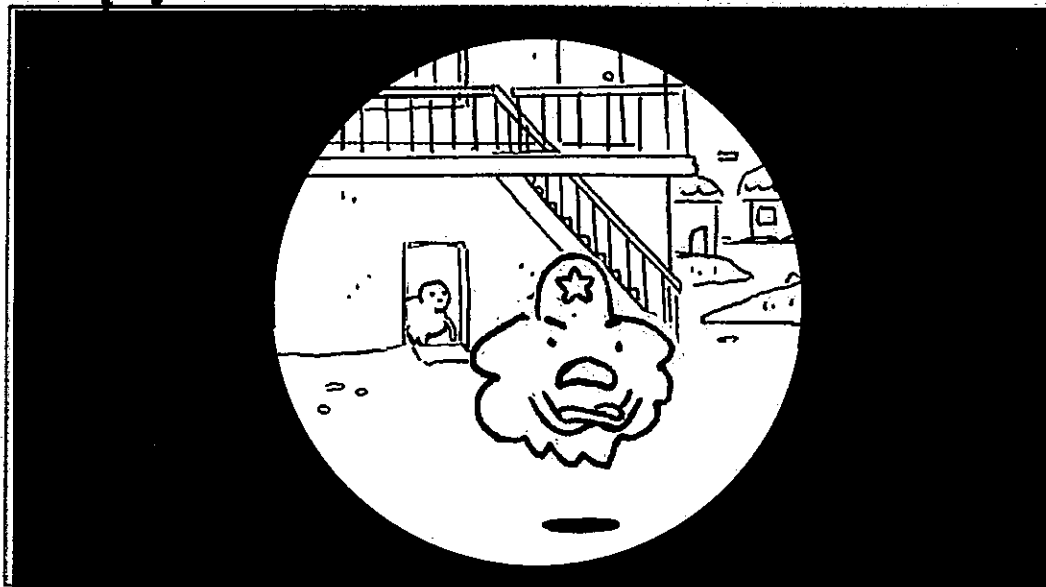


Sc. 77 cont Pnl. C Bg.

day night

Sc. 77 cont Pnl. D Bg.

Page 120
day night



Dialog:

LSP / BUBBLEGUM THINKS
SHE CAN HORN IN ON MY
TERRITORY ? !

Action:

-LSP FLIES PAST

LSP / SIP FROM MY SOUP AFTER
I CUT ALL THE ONIONS ?

-BG ANIMATES AS LSP FLOATS AWAY

Timing:

EPISODE #
1014-160

Production :

SEP 24 2013

1014/160

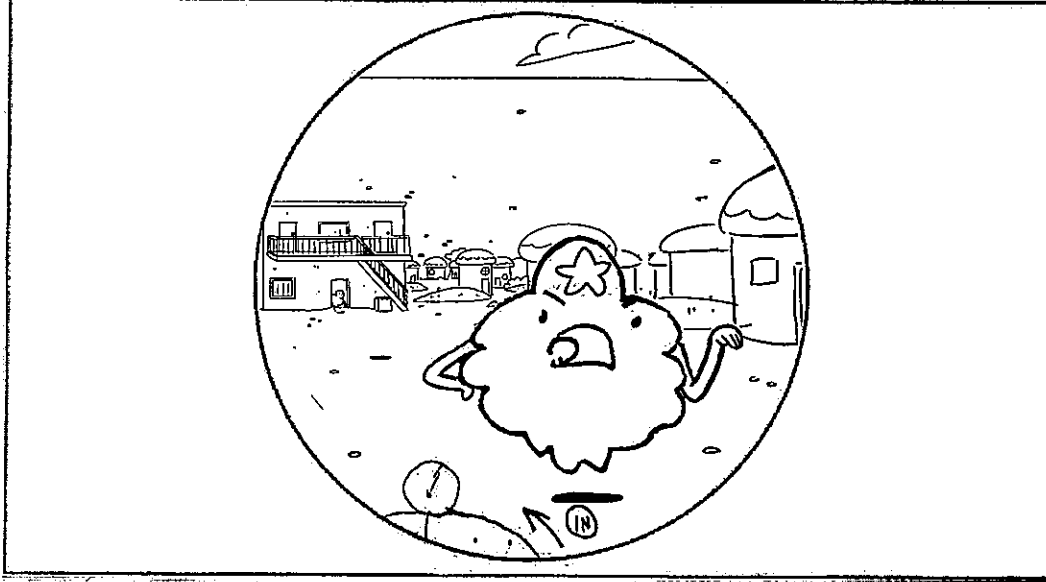
1014/160

ADVENTURE TIME

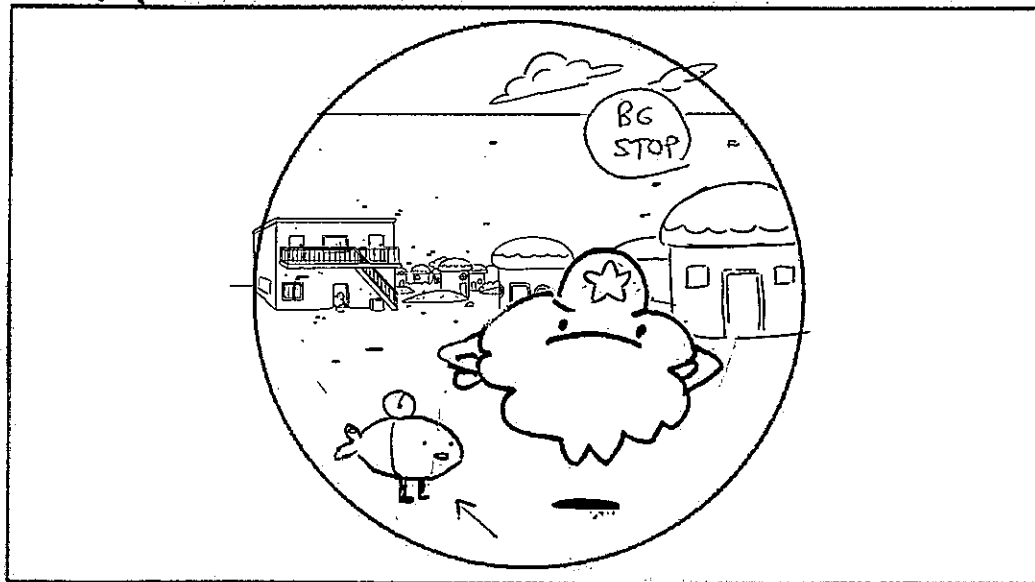


Page 121
day night

Sc. 77 CONT Pnl. E Bg. day night



Sc. 77 CONT Pnl. F Bg. day night



Dialog:

LSP / YO, THINK AGAIN TRANCH!

ELDER : WHO... WHO ARE YOU
TALKING TO?

Action:

- JOHNNIE'S APARTMENT RECEDES IN DISTANCE
- ELDER MUDSCAMP COMES INTO VIEW..

↑ WIPE

Timing:

EPISODE # 1014-160

Production :
SEP 24 2013

1014/160

1014/160

1014/160

1014/160

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ADVENTURE TIME

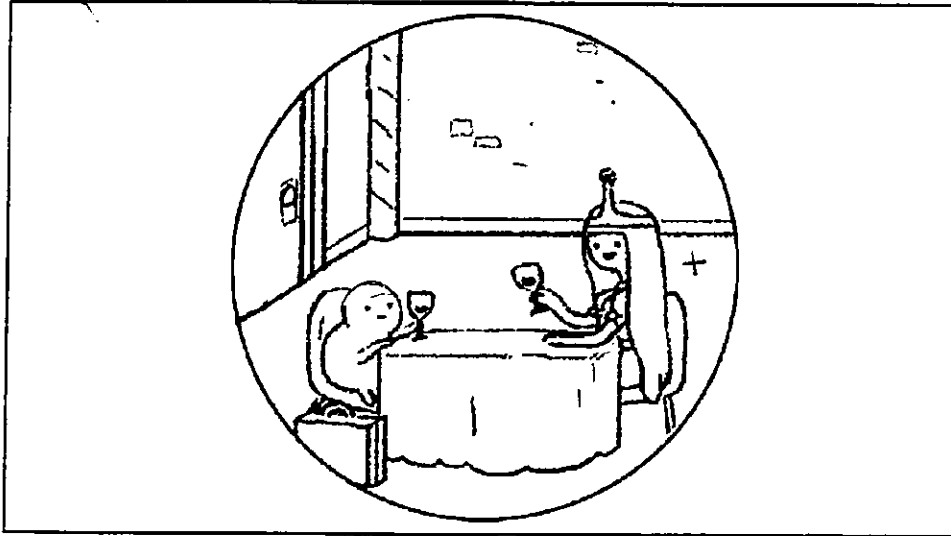


Sc. **78**

Pnl. A

Bg.

day night



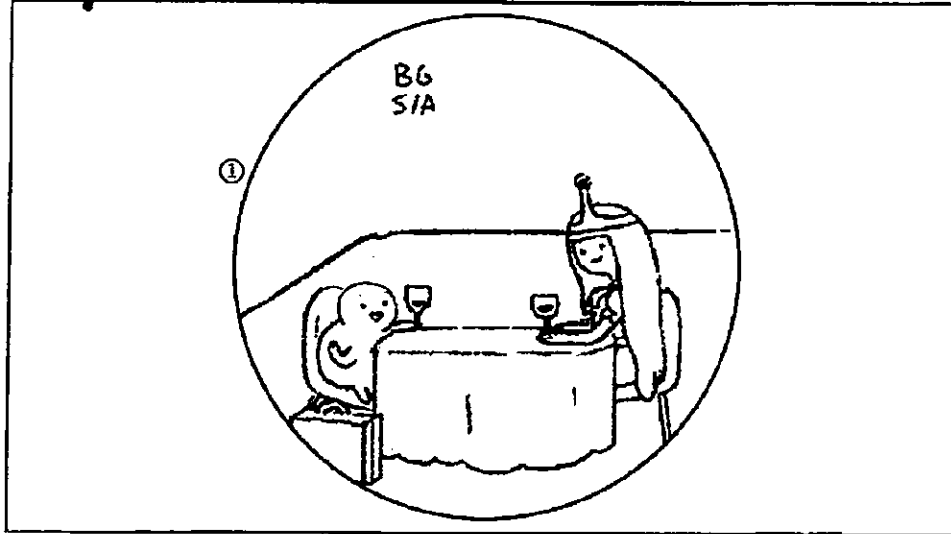
Sc. **78 CONT**

Pnl. B

Bg.

day night

Page **122**



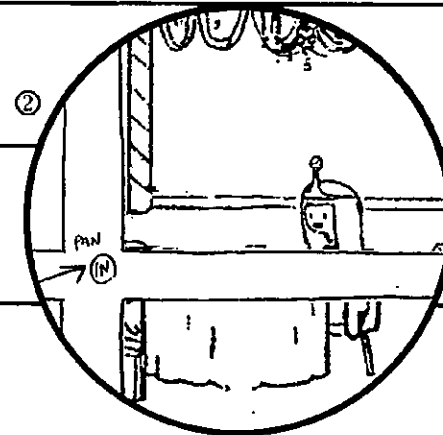
Dialog:

PB: SO, HOW ARE YOU ENJOYING YOUR
TIME IN THE CANDY KINGDOM?

J/ OH, IT'S JUST GREAT! I MET THIS AMAZING
PURPLE GIRL AT THE CANDY TAVERN.

Action:

Timing:



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EPISODE #

Production :

SEP 24 2013

1014/160

1014/160

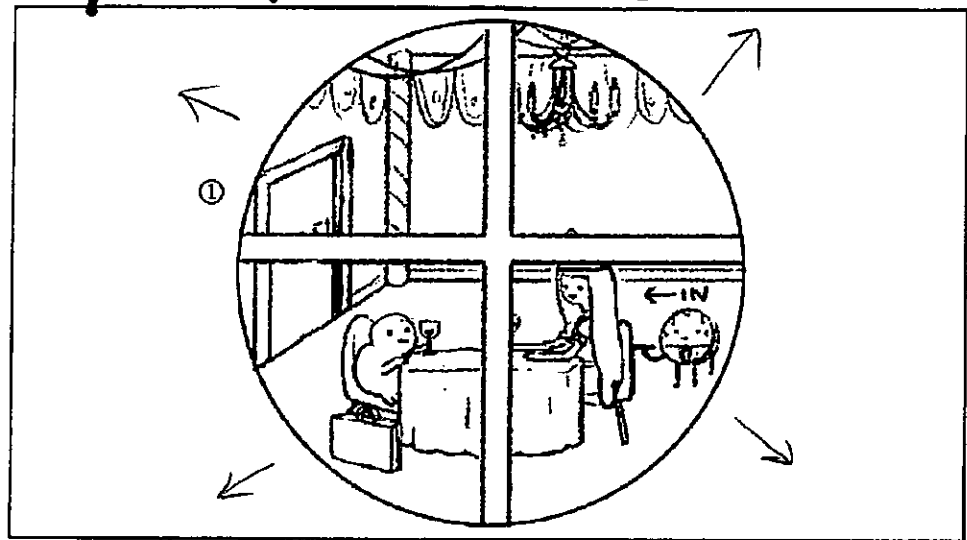
1014/160

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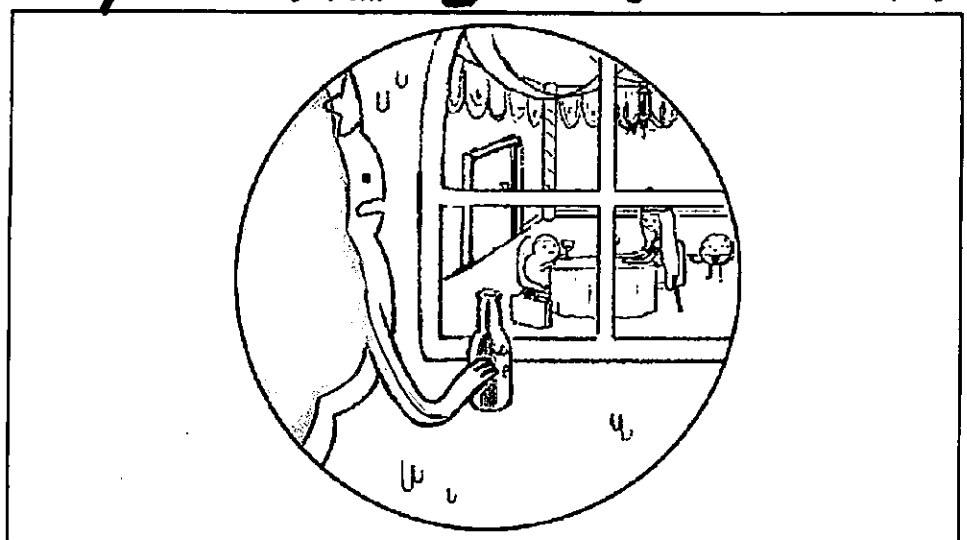
ADVENTURE TIME



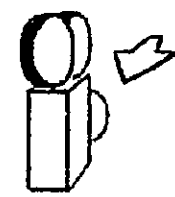
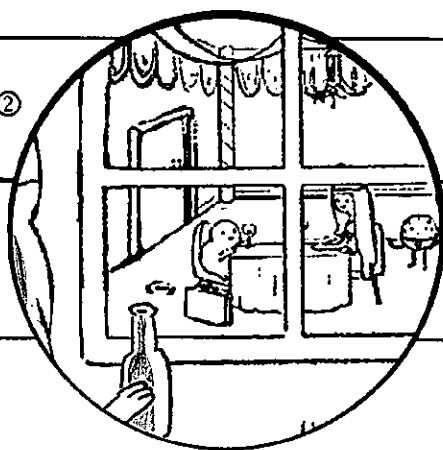
Sc. **78 cont** Pnl. **C** Bg. day night



Sc. **78 cont** Pnl. **D** Bg. day night



Dialog:	<u>PB:</u> (BECOMES INDISTINCT) THAT'S WONDERFUL, JOHNNIE...		<u>PB:</u> NOW TELL ME MORE ABOUT GAS...	
Action:	- PEP BUT WALKS ONIS W/ TRAY. - TRUCK OUT		CAM PULLS OUT	
Timing:				



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Production : SEP 24 2013

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1014/160

1014/160

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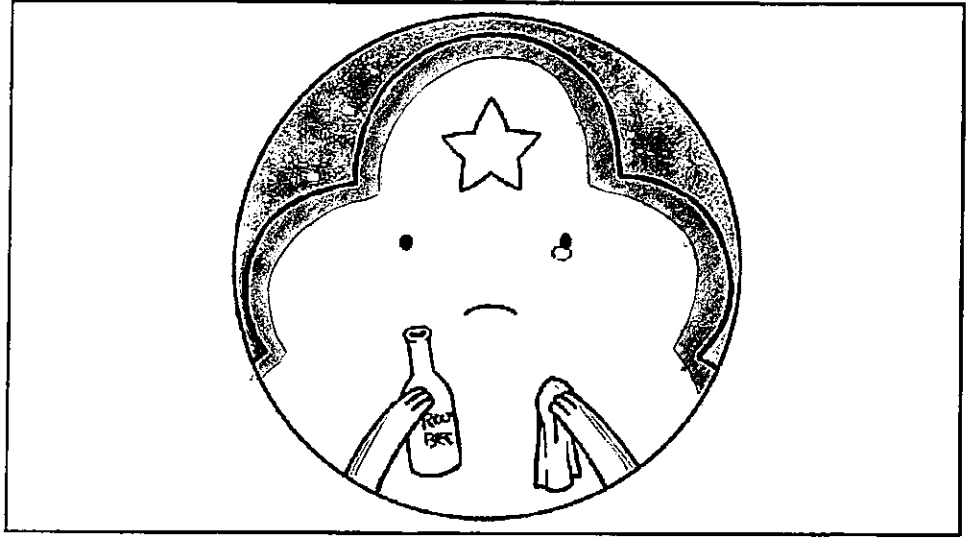


Sc. **79**

Pnl. A

Bg.

day night

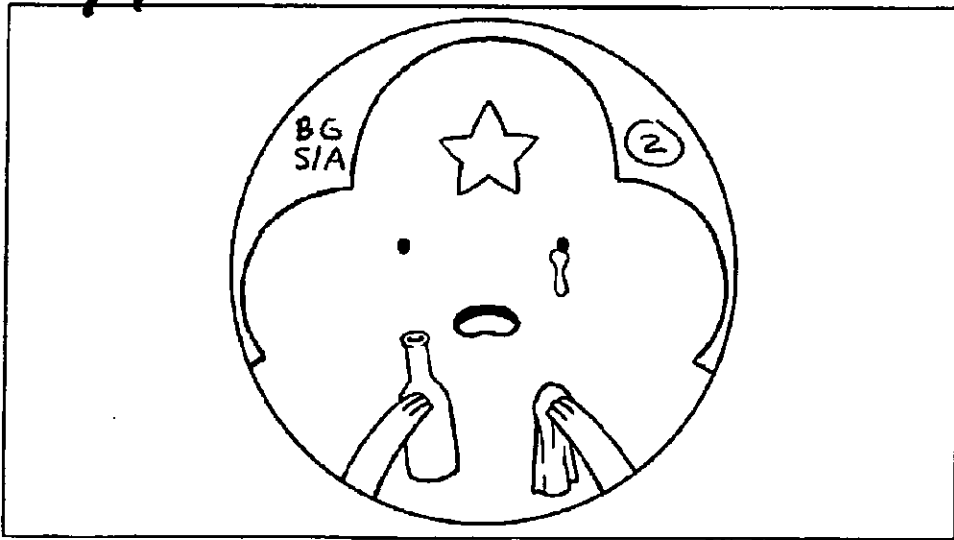


Sc. **79 cont**

Pnl. B

Bg.

day night



Page **124**

Dialog:	<p><u>LSP</u> : OH JOHNNY. . . UGLY JOHNNY. . .</p>
Action:	<p>TEAR DRIPS DOWN</p>
Timing:	

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Production :

SEP 24 2013

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1014/160

1014/160

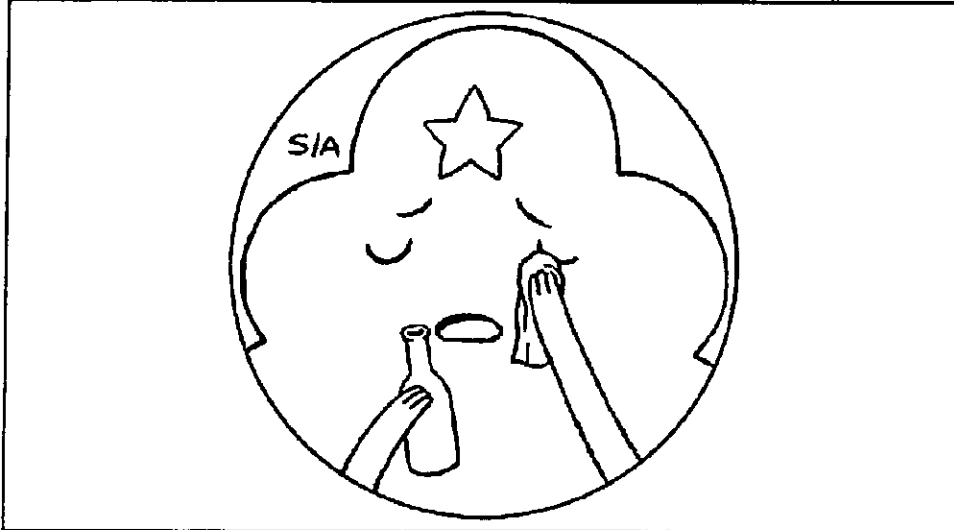
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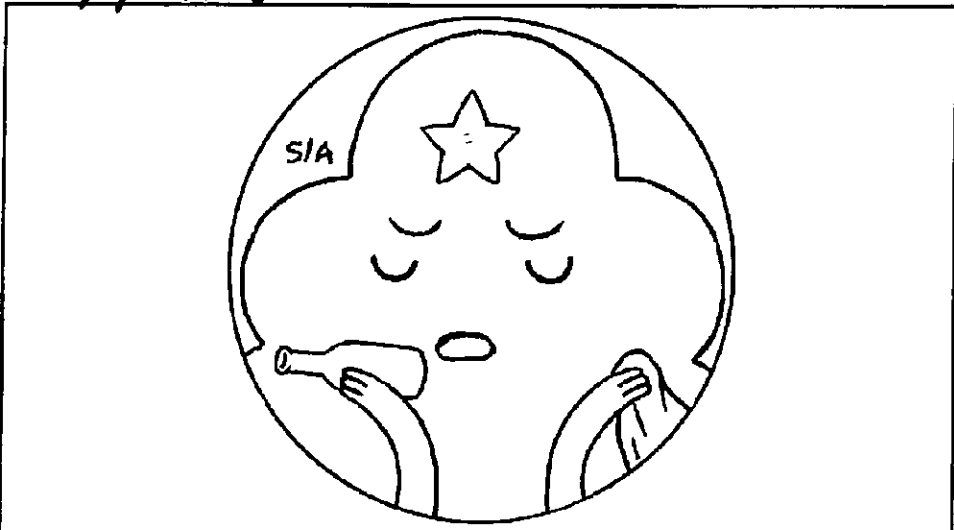


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Sc. 79 cont Pnl. C Bg. day night



Sc. 79 cont Pnl. D Bg. day night



Dialog:	<u>LSP</u> : THROUGH MY TENDER LOVE YOU HAVE METAMORHED...	<u>LSP</u> : INTO BEAUTIFUL JOHNNY BUTTERFLY.
Action:	LSP DABS EYE	
Timing:		

EPISODE # 1014-160

Production :

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1014/160

1014/160

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ADVENTURE TIME

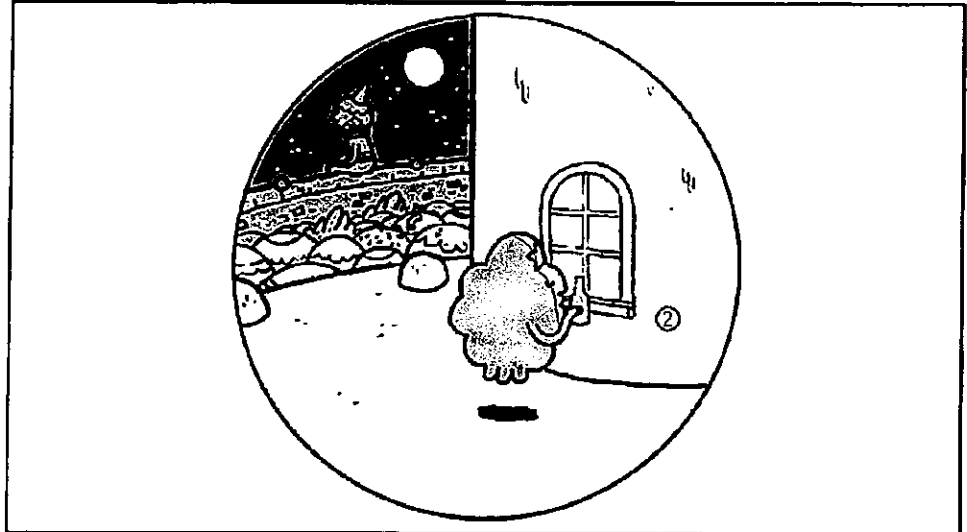


Sc. **80**

Pnl. **A**

Bg.

day night

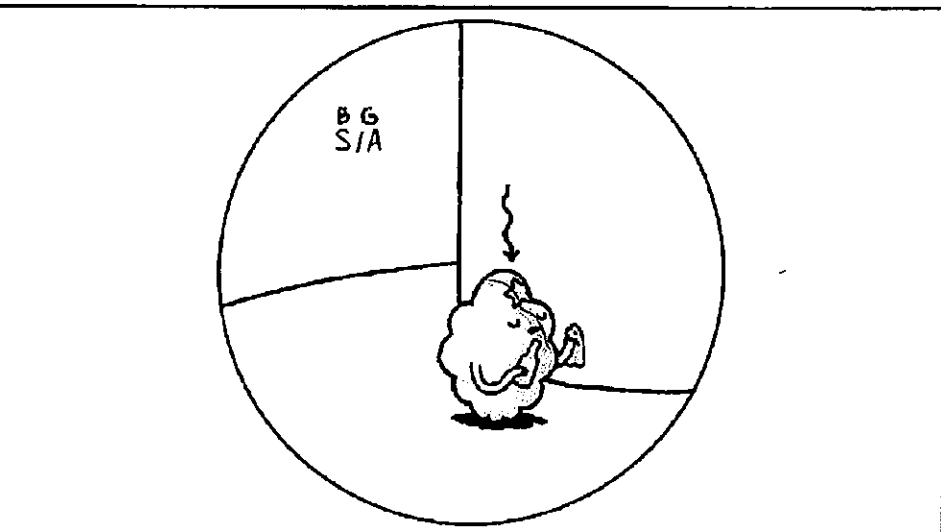


Sc. **80 CONT**

Pnl. **B**

Bg.

day night



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1014-160

EPISODE #

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Dialog:

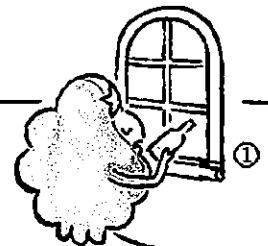
LSP: * SIGH *

LSP: EVERY RELATIONSHIP -

Action:

GENTLY FLOATS TO GROUND,
BEGINS TURNING

Timing:



Production :

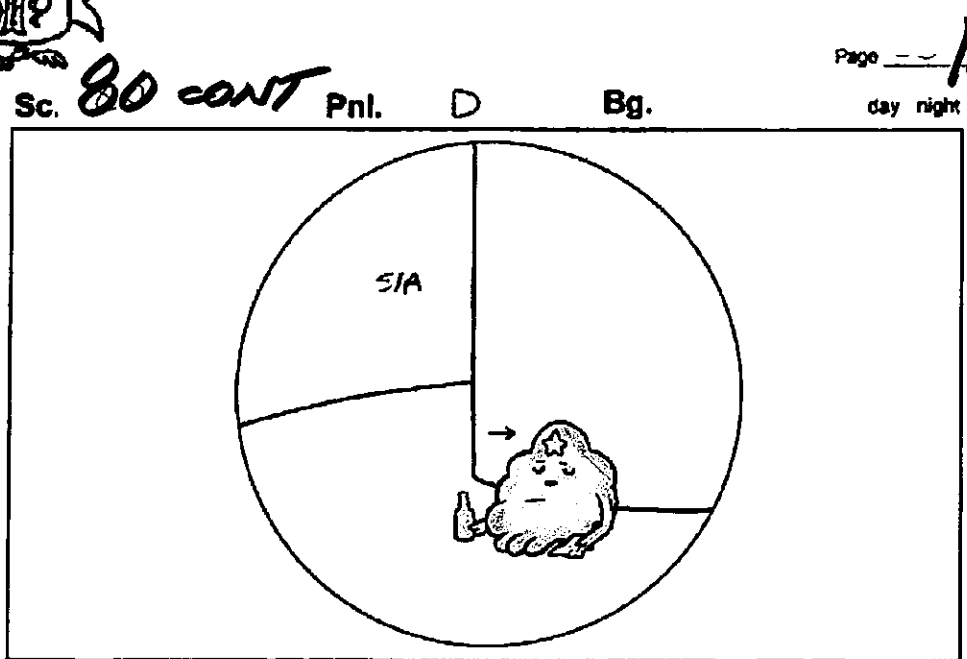
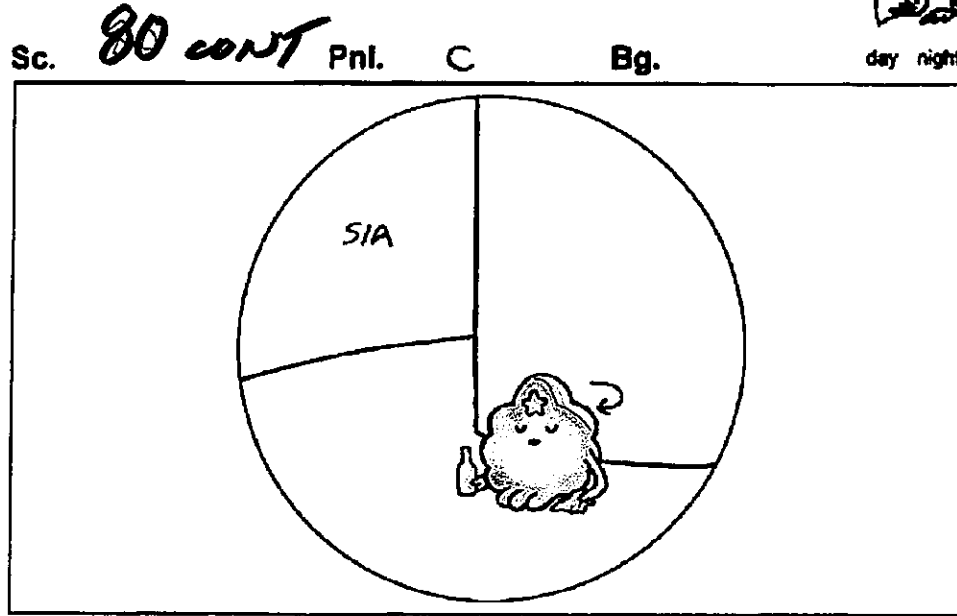
SEP 24 2013

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ADVENTURE TIME



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1014-160

EPISODE #

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Dialog:

(CONT'D) LSP: I GAMBLE WITH MY HEART.

Action:

-LSP TURNS FULLY & LANDS ON GROUND

LEANS ON WALL

Timing:

Production :

SEP 24 2013

1014/160

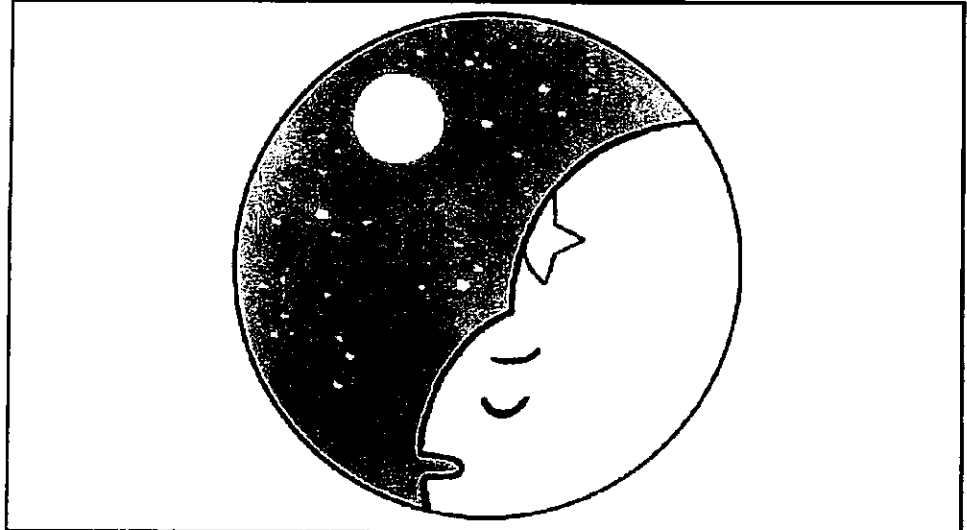
1014/160

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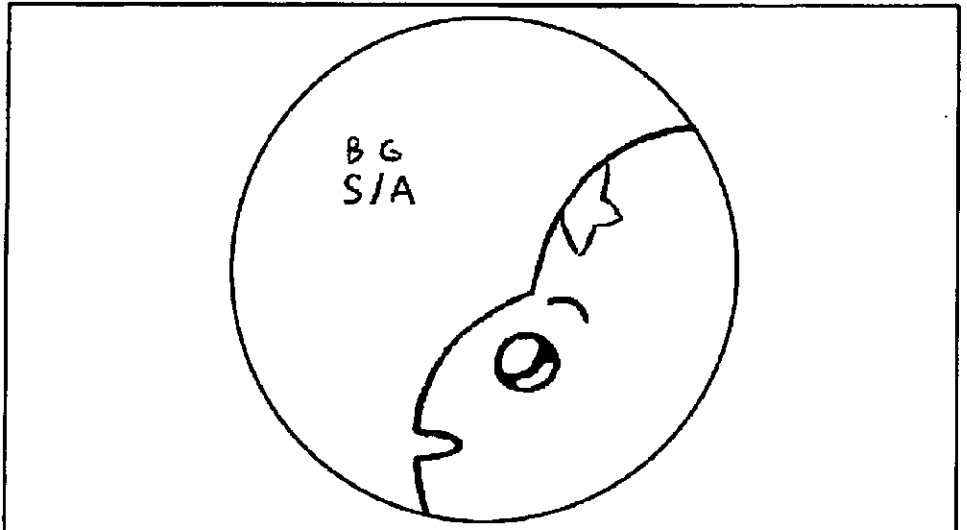
ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



Sc. 81 cont Pnl. B Bg. day night



Dialog:	<u>LSP</u> : I GO ALL IN...	<u>LSP</u> : BECAUSE THE PAYOFF IS <u>TRUE</u> <u>LOVE</u>
Action:		
Timing:		

1014-160

EPISODE #

Production :

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1014/160

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ADVENTURE TIME



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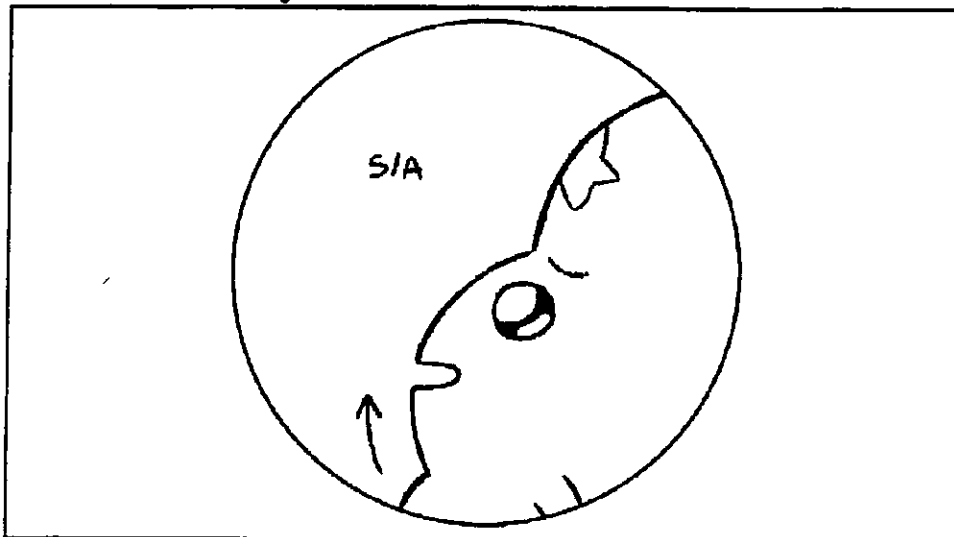
Sc.

01 CONT

Pnl. C

Bg.

day night

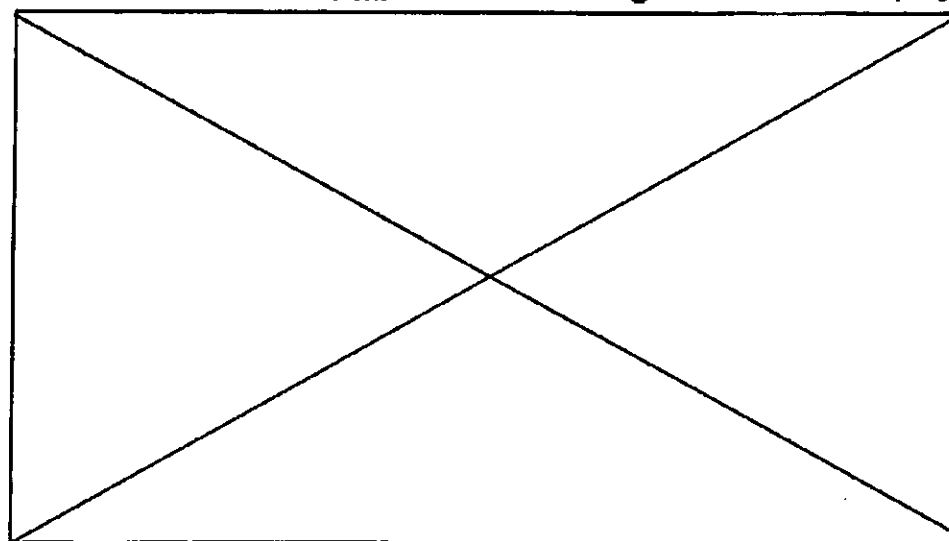


Sc.

Pnl.

Bg.

day night



Dialog:

LSP:... WHICH IS SO NICE!

Action:

Timing:

EPISODE # 1014-160

Production :
SEP 24 2013

1014/160

1014/160

1014/160

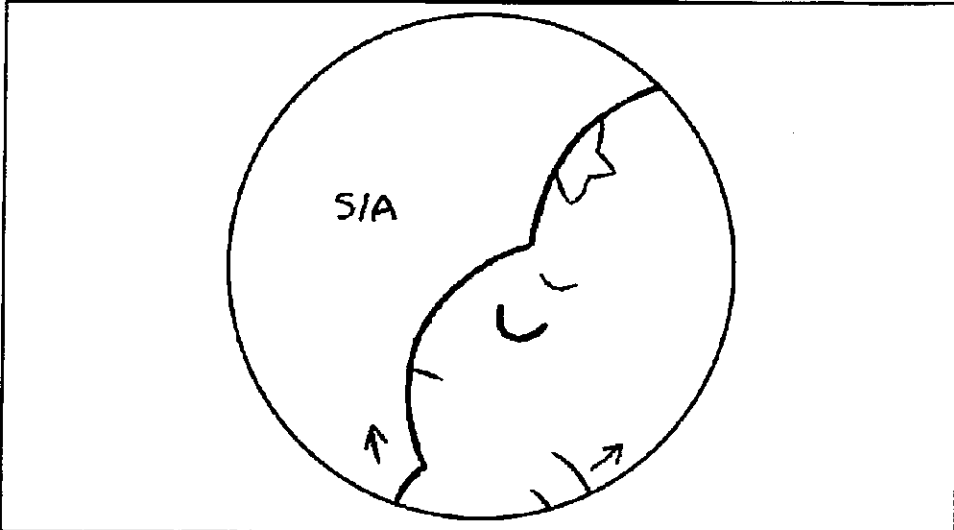
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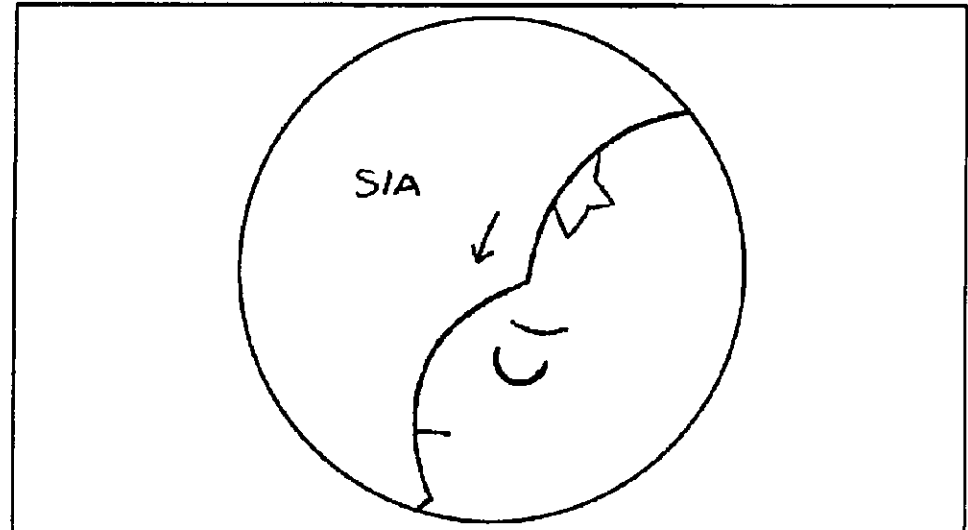


Page 130

Sc. 81 CONT Pnl. D Bg. day night



Sc. 81 CONT Pnl. E Bg. day night



Dialog:	
<u>LSP</u> : [LONG INHALE]	<u>LSP</u> : [LONG EXHALE]
Action:	
LONG BREATH IN, SHOULDER & CHEST RISE	LONG BREATH OUT
Timing:	

EPISODE # 1014-160
Production :
SEP 24 2013

1014/160

1014/160

ADVENTURE TIME

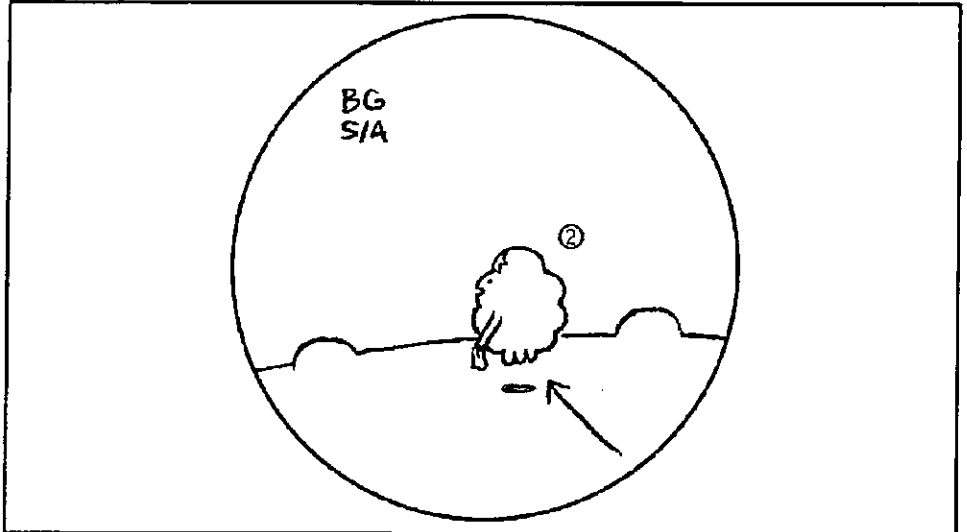


Page 131

Sc. 82 Pnl. A Bg. day night



Sc. 82 cont Pnl. B Bg. day night



Dialog:	LSP: I SEE YOU -
Action:	- LSP FLOATS ON/S
Timing:	

EPISODE # 1014-160

Production :

SEP 24 2013

1014/160

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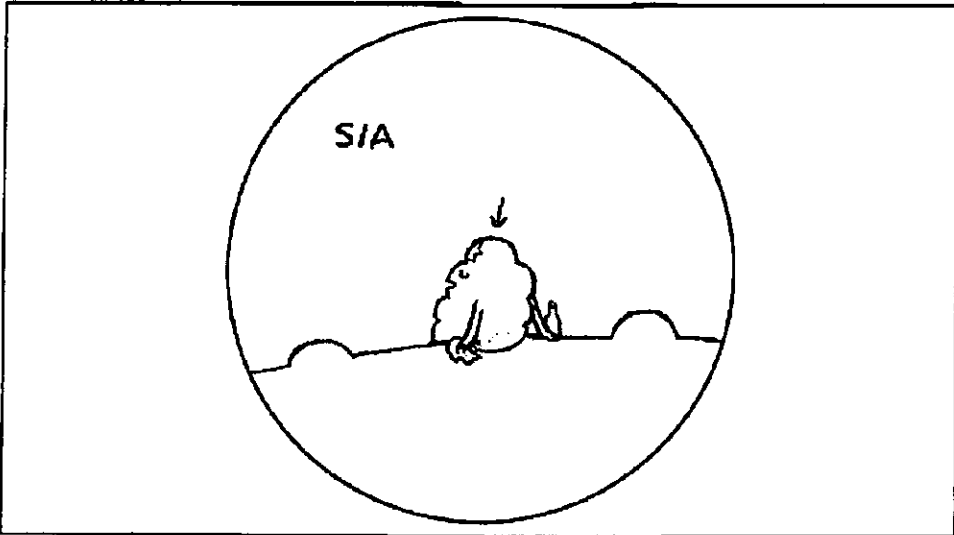
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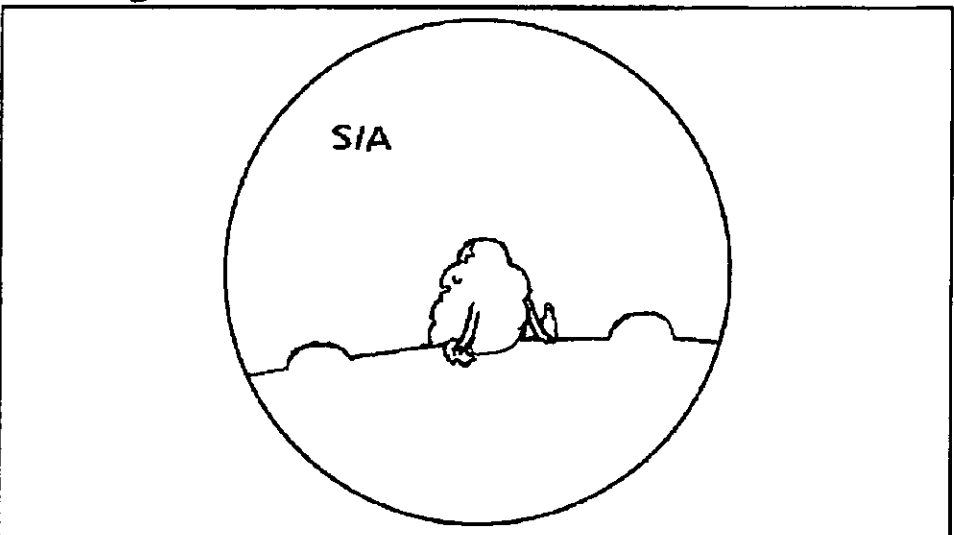


Page 132

Sc. 82 CONT Pnl. C Bg. day night



Sc. 82 CONT Pnl. D Bg. day night



Dialog:	(CONT'D) LSP: WHEN I CLOSE MY EYES	LSP: AND THINKING OF YOU... MAKES MY MIND FEEL LIGHT
Action:	- LSP SITS ON LEDGE	
Timing:		

1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

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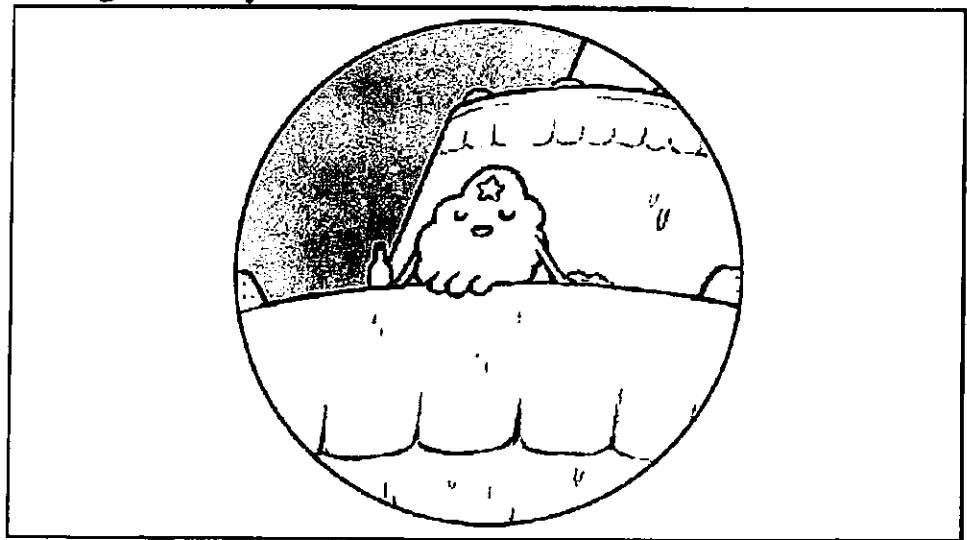
1014/160

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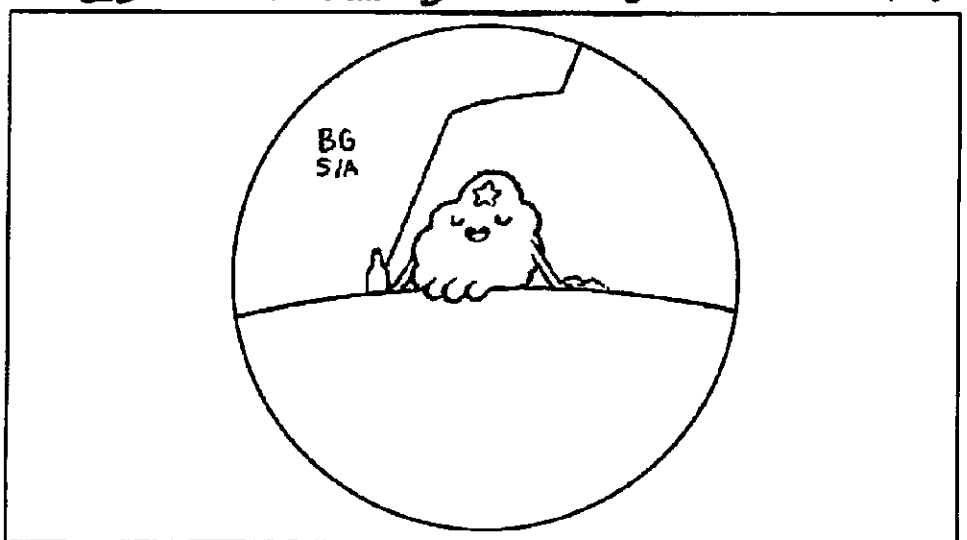
ADVENTURE TIME

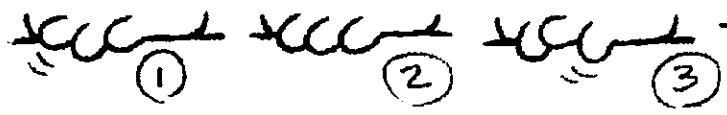


Sc. 83 cont Pnl. A Bg. day night



Sc. 83 cont Pnl. B Bg. day night



Dialog:	LSP: ALL MY PROBLEMS FADE AWAY ...	LSP: AND I CAN'T HELP SMILING.
Action:	LSP WIGGLES GLOBS	
Timing:		

1014-160

EPISODE #

Production :

SEP 24 2013

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ADVENTURE TIME

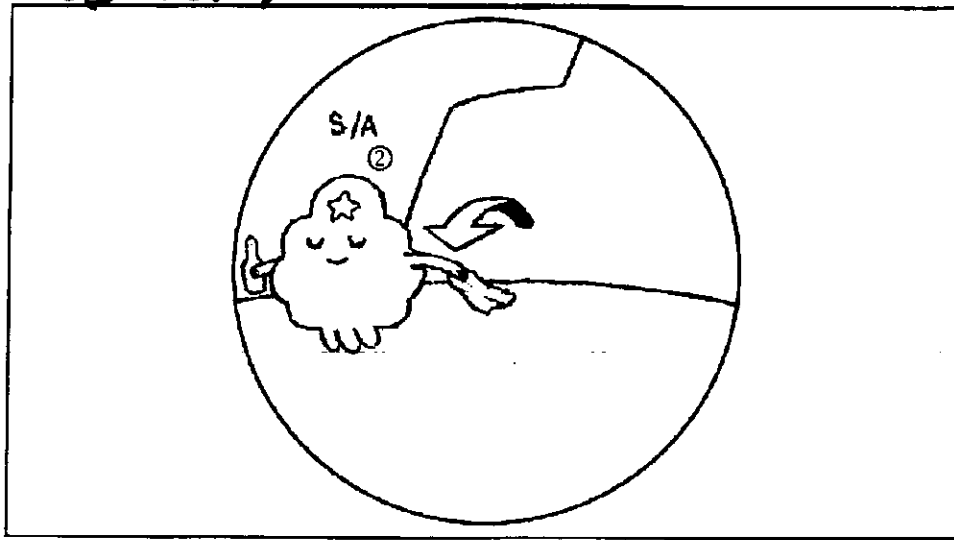


Sc. *83 cont*

Pnl. C

Bg.

day night



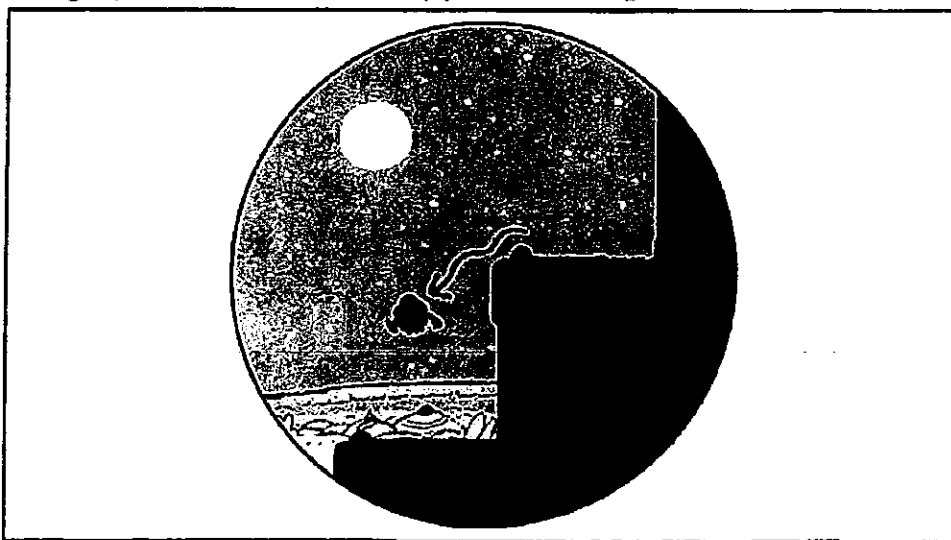
Sc. *84*

Pnl. A

Bg.

day night

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Dialog:

Action:

LSP JUMPS OFF LEDGE



- LSP FLOATS DOWNWARD

(SP)



Timing:

EPISODE # 1014-160

Production :

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1014/160

1014/160

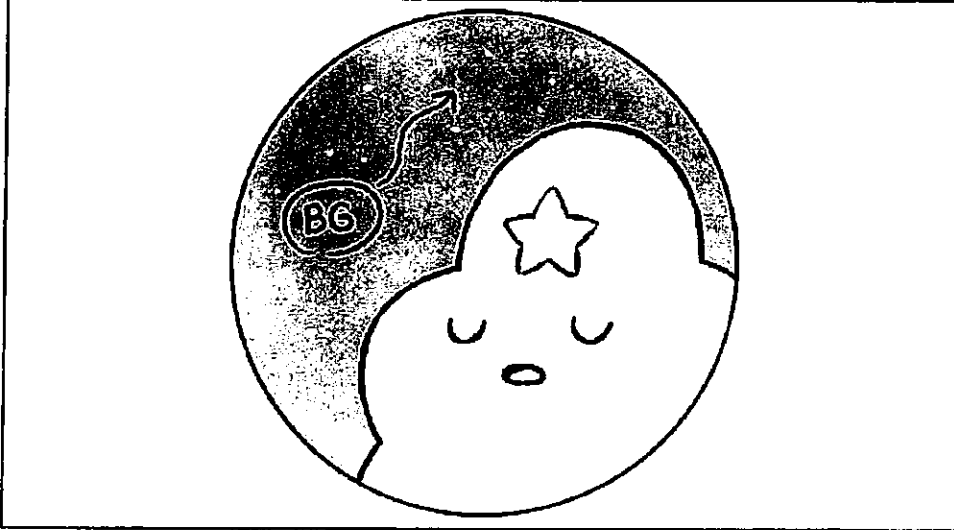
1014/160

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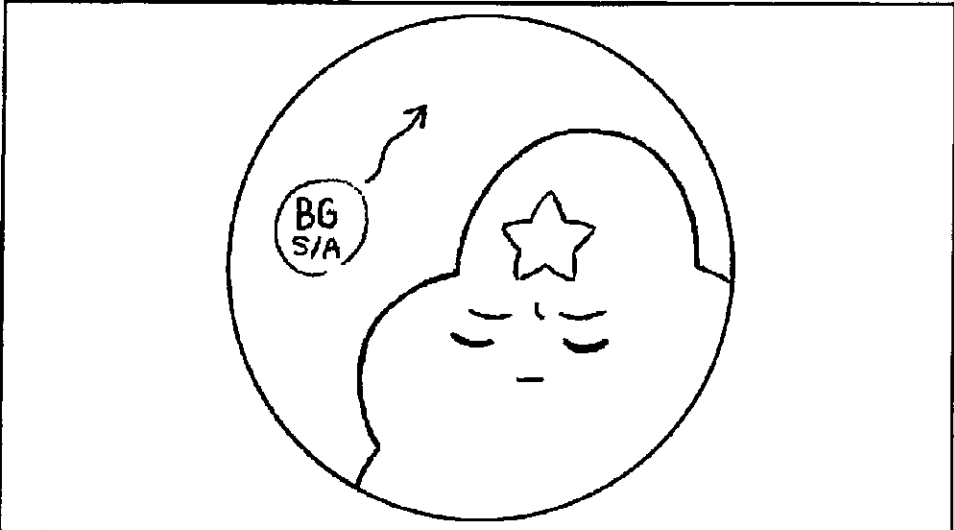
ADVENTURE TIME



Sc. **85** Pnl. A Bg. day night



Sc. **85 CONT** Pnl. B Bg. day night



Dialog:	
<u>LSP</u> : TO LET THAT FEELING GO...	(BEAT)
Action:	
Timing:	

1014-160

EPISODE #

Production :

SEP 24 2013

1014/160

1014/160

1014/160

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ADVENTURE TIME

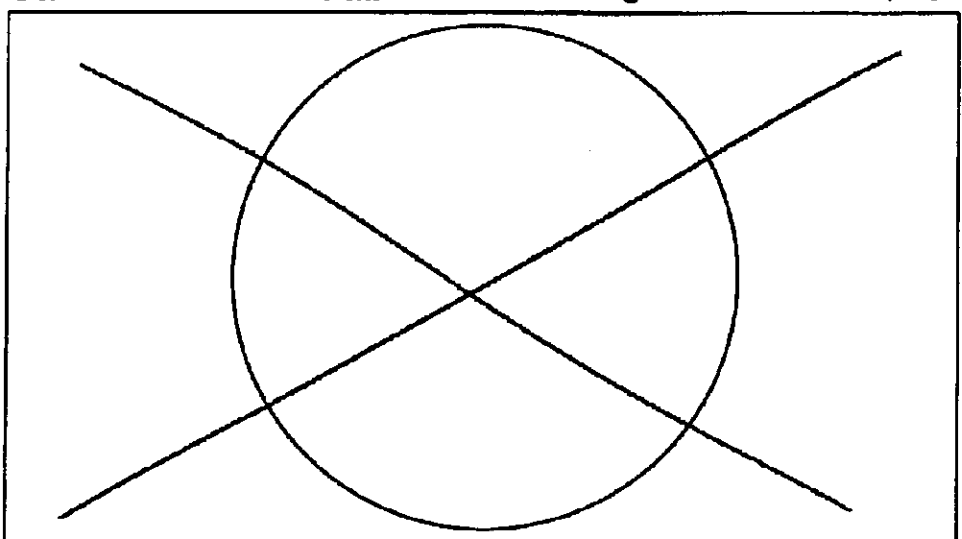


Page 136

Sc. **85 CONT** Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<p><u>LSP</u>: TO LET SOMEONE YOU LOVE GO INTO THE ARMS OF ANOTHER...</p>
Action:
Timing:

SEP 24 2013

1014-160

EPISODE #

Production :

1014/160

1014/160

1014/160

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ADVENTURE TIME



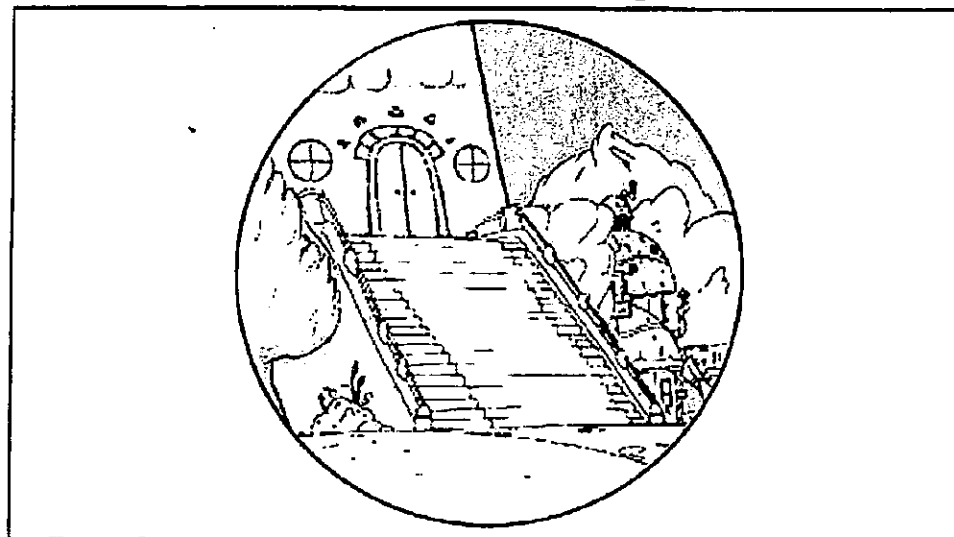
Page 137

Sc. *86*

Pnl. A

Bg.

day night

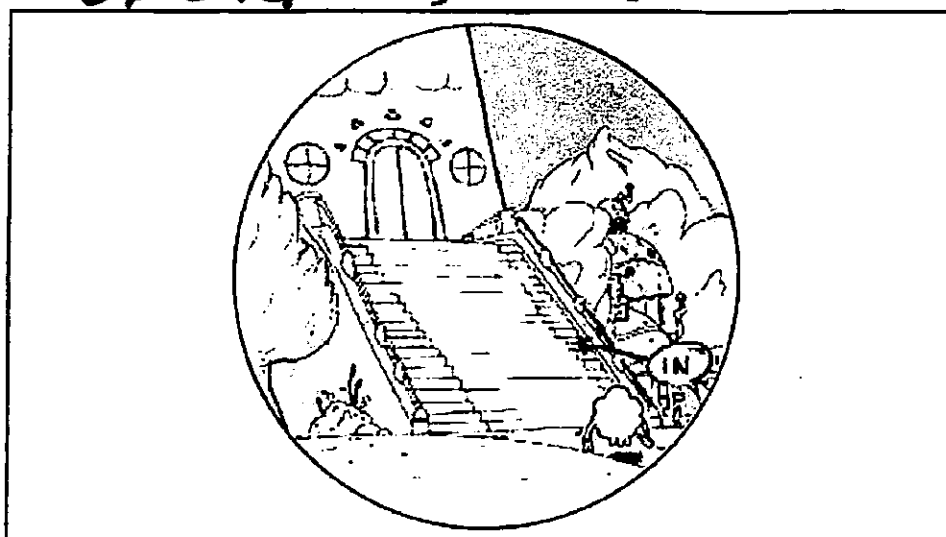


Sc. *86 cont*

Pnl. B

Bg.

day night



Dialog:

LSP: ...TAKES A BIG PERSON

Action:

-LSP FLOATS ON/S.

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

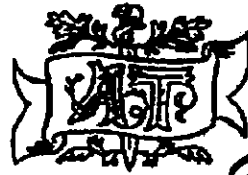
1014/160

1014/160

1014/160

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ADVENTURE TIME



Sc.

87

Pnl. A

Bg.

day night



Sc.

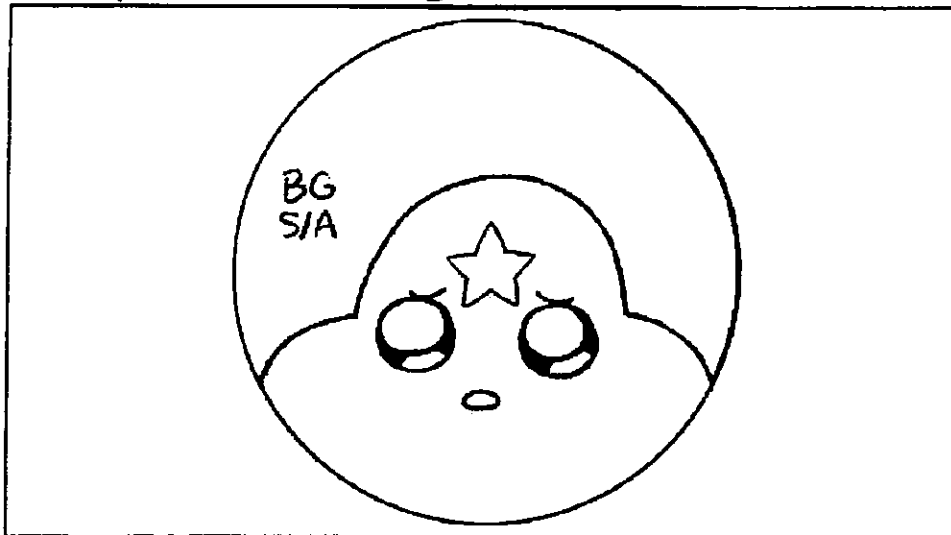
87 CONT

Pnl. B

Bg.

day night

Page 178



Dialog:

LSP: I DON'T KNOW...

LSP: IF I CAN BE THAT BIG

Action:

Timing:

SEP 24 2013

EPISODE #

1014-160

Production :

1014/160

1014/160

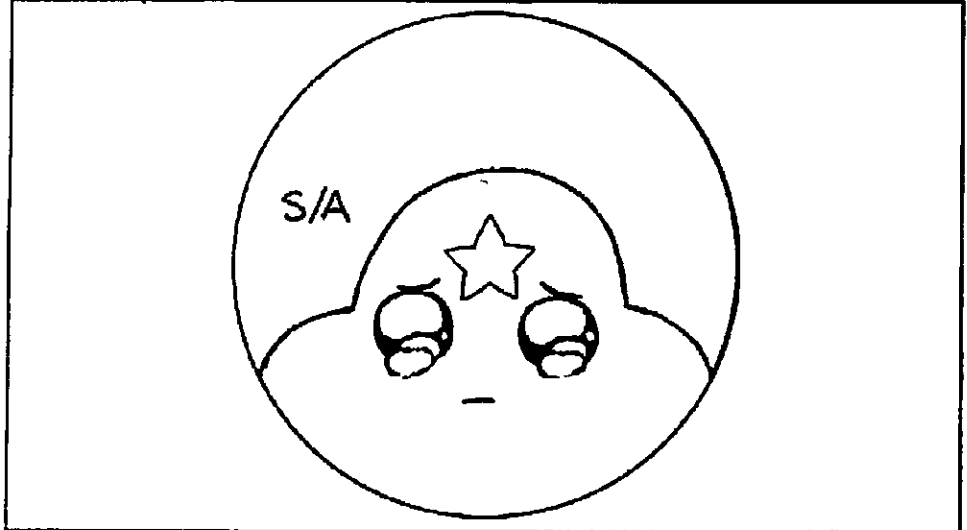
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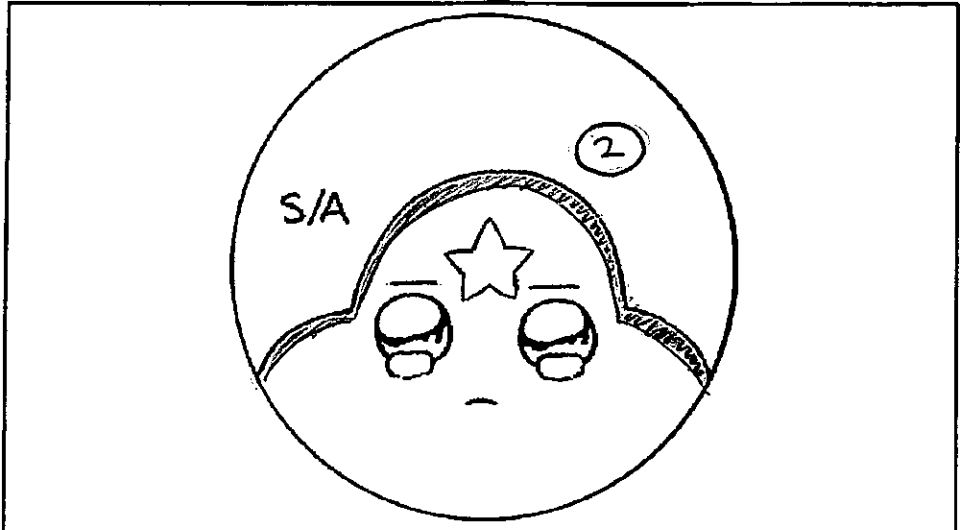
ADVENTURE TIME



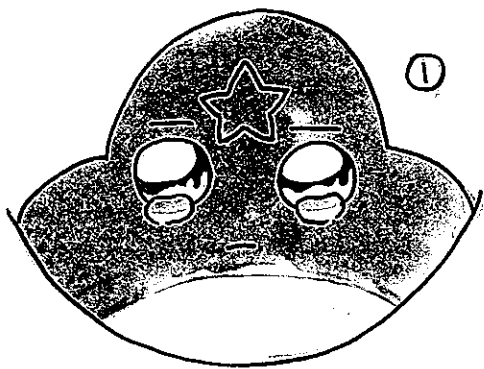
Sc. **87 CONT** Pnl. **C** Bg. day night



Sc. **87 CONT** Pnl. **D** Bg. day night



Dialog:	SFX: CHIK CHIK
Action:	- TEARS WELL UP
Timing:	



SFX: FWOOSH
BRIGHT FIRE FLARES UP - LSP UNDERLIT
SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

1014/160

1014/160

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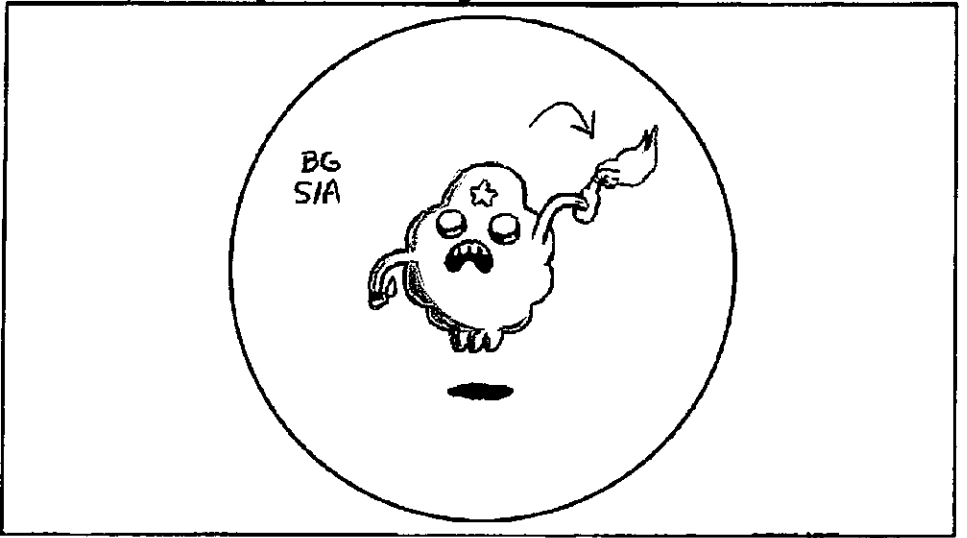
ADVENTURE TIME



Sc. *87 cont* Pnl. *E* Bg. day night



Sc. *87 cont* Pnl. *F* Bg. day night



Dialog:	LSP: HRK!
Action:	- TRUCK OUT
Timing:	SEP 24 2013

EPISODE # 1014-160

Production :

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1014/160

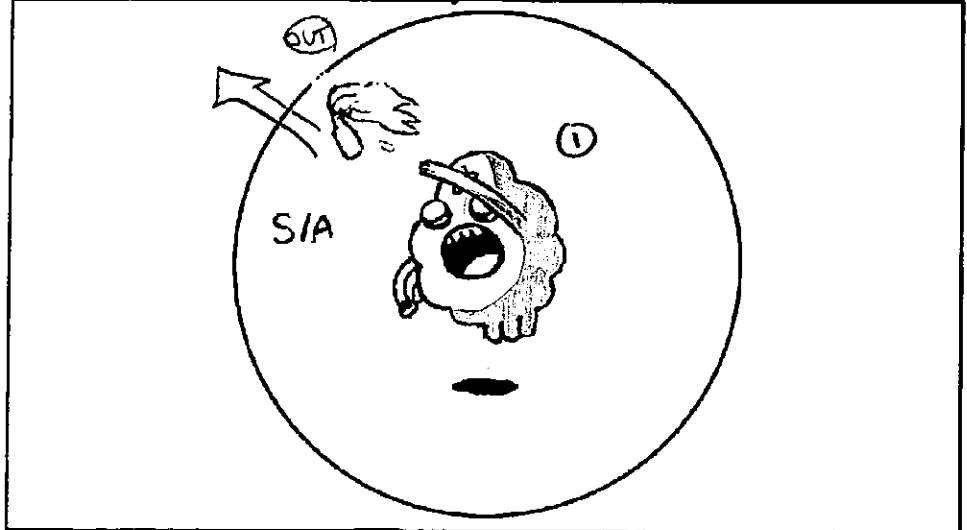
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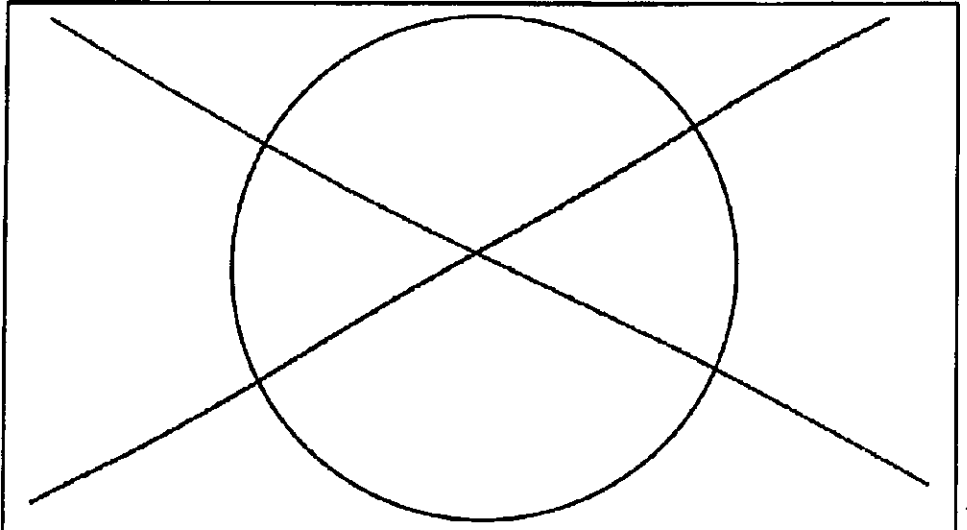
ADVENTURE TIME



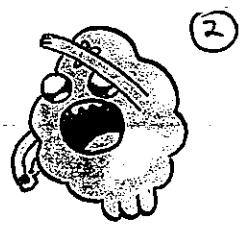
Sc. 87 CONT Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
LSP: HUAH!!	
Action:	LSP THROWS BOTTLE OFF/S
Timing:	



SEP 24 2013

EPISODE # 1014-160
Production :

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1014/160

1014/160

ADVENTURE TIME



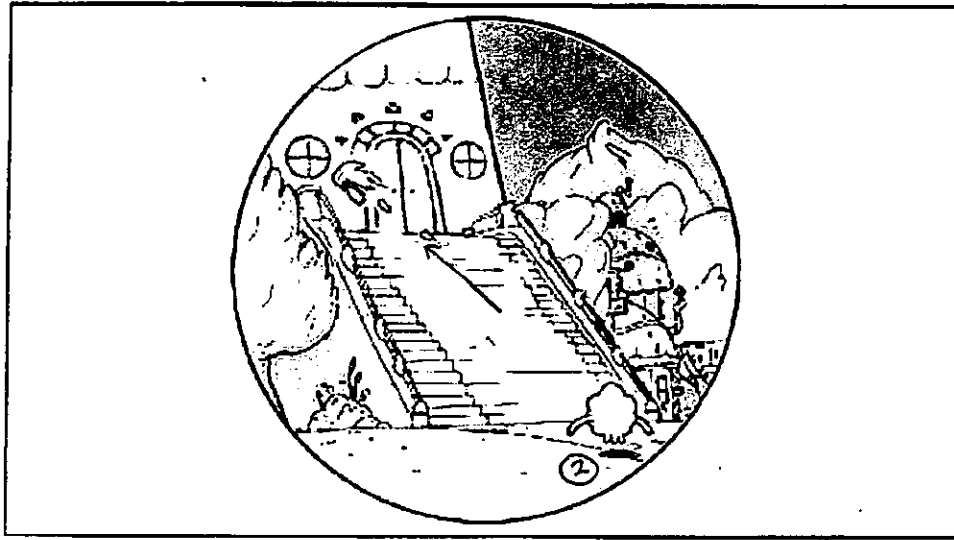
Page 142

Sc. 88

Pnl. A

Bg.

day night

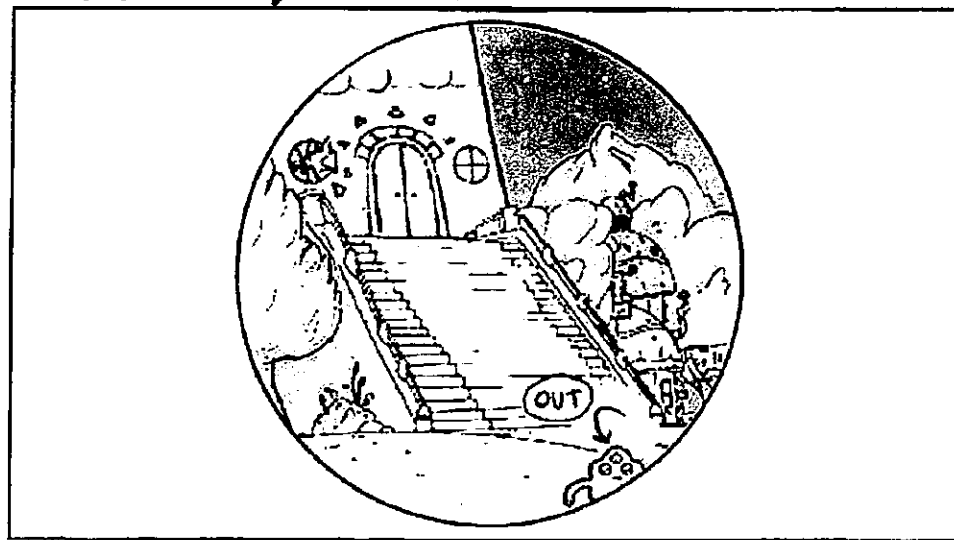


Sc. 88 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



SFX: CRASH

— BOTTLE SMASHES WINDOW
— LSP FLOATS OFF/S

SEP 24 2013

EPISODE # 1U14-160

Production :

1014/160

1014/160

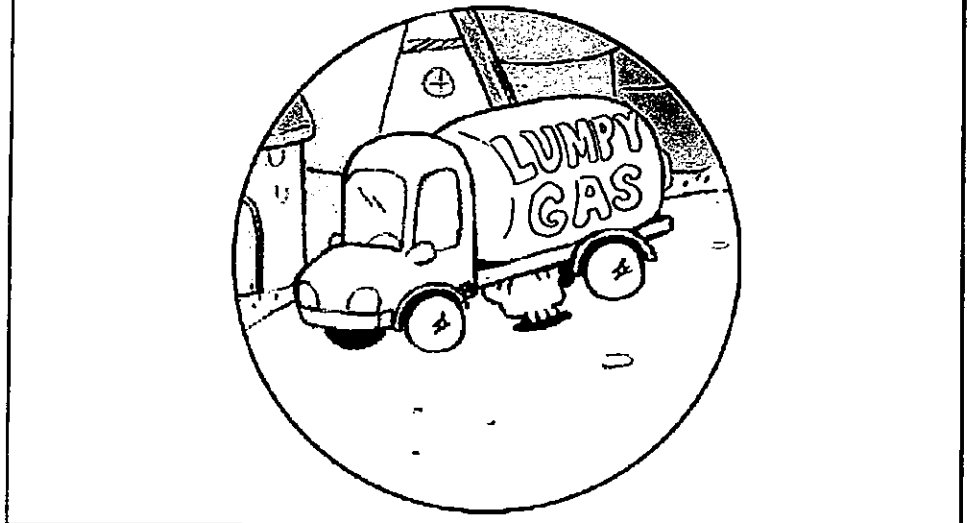
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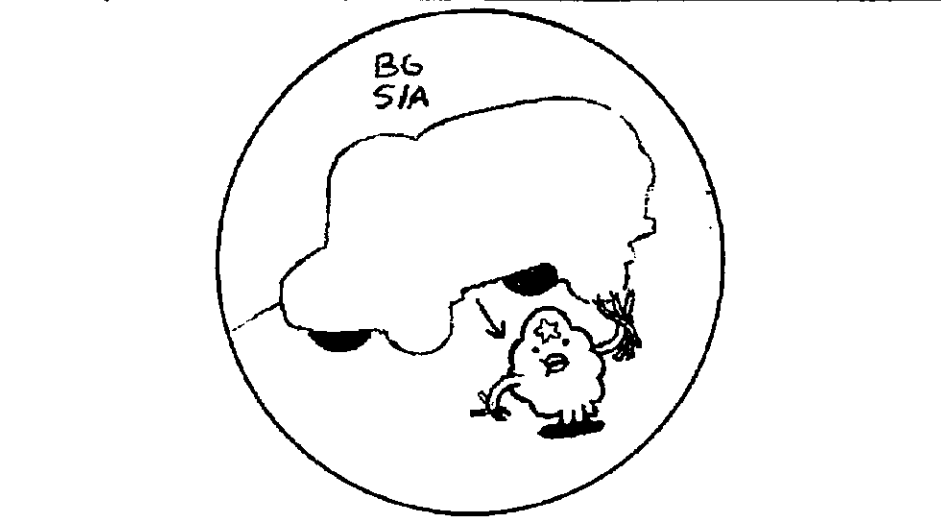
ADVENTURE TIME



Sc. **89** Pnl. A Bg. day night



Sc. **89 CONT** Pnl. B Bg. day night



Page 143

Dialog:	<u>SFX</u> : CLIP SNAP	<u>LSP</u> : EH! EH!
Action:	LSP SLIDES OUT HOLDING PLIERS & WIRES	
Timing:	SEP 24 2013	

EPISODE # 1014-160
Production :

1014/160

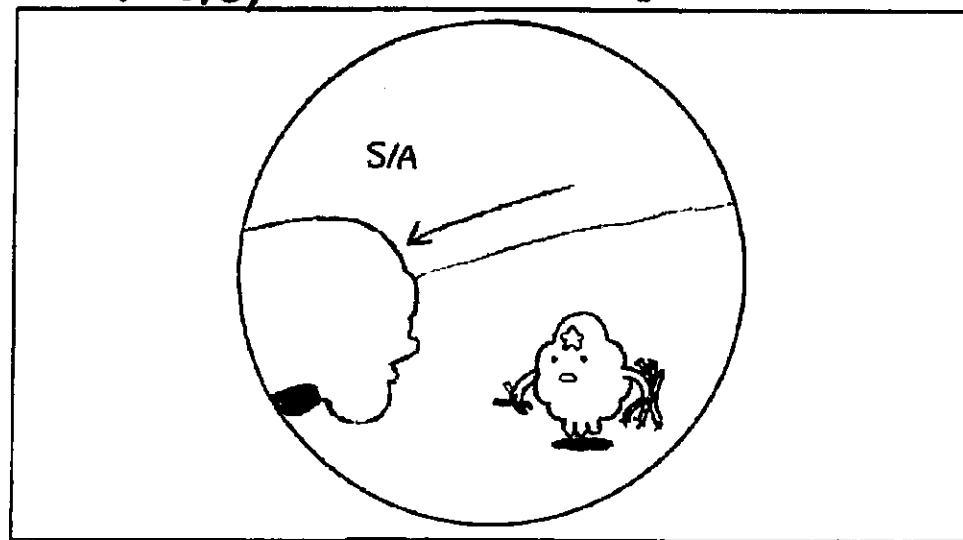
1014/160

ADVENTURE TIME

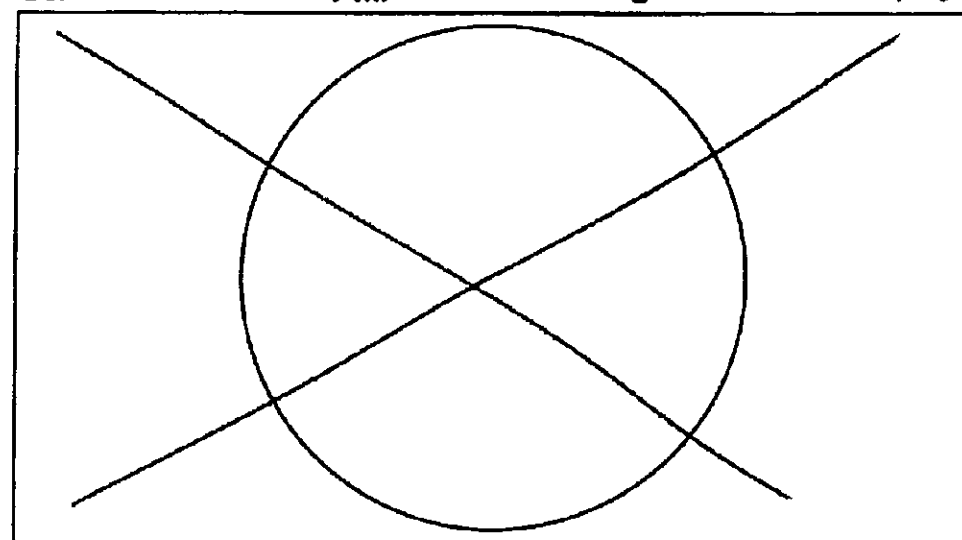


Page 144

Sc. 89 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: TRUCK ROLLS DOWNHILL
Timing: SEP 24 2013

EPISODE # 1014-160

Production :

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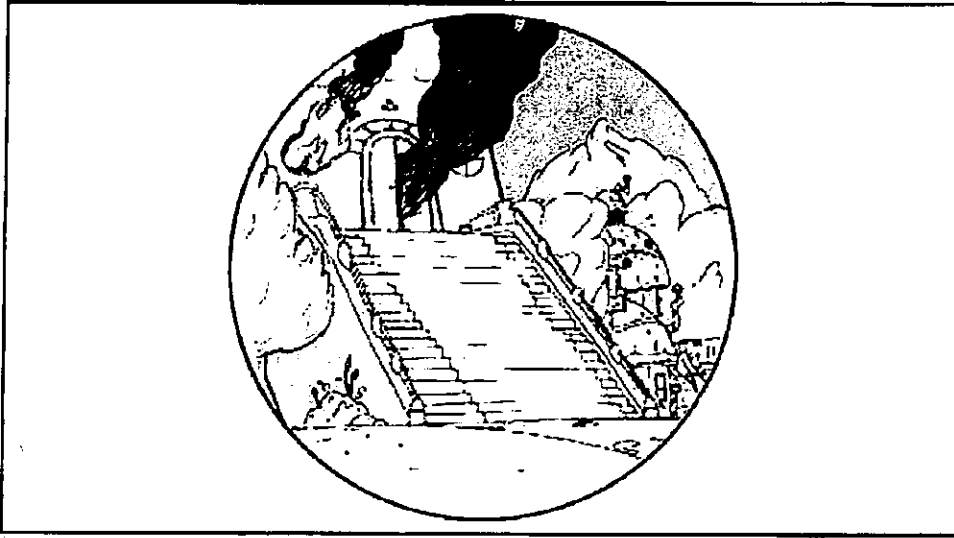


Sc. 90

Pnl. A

Bg.

day night

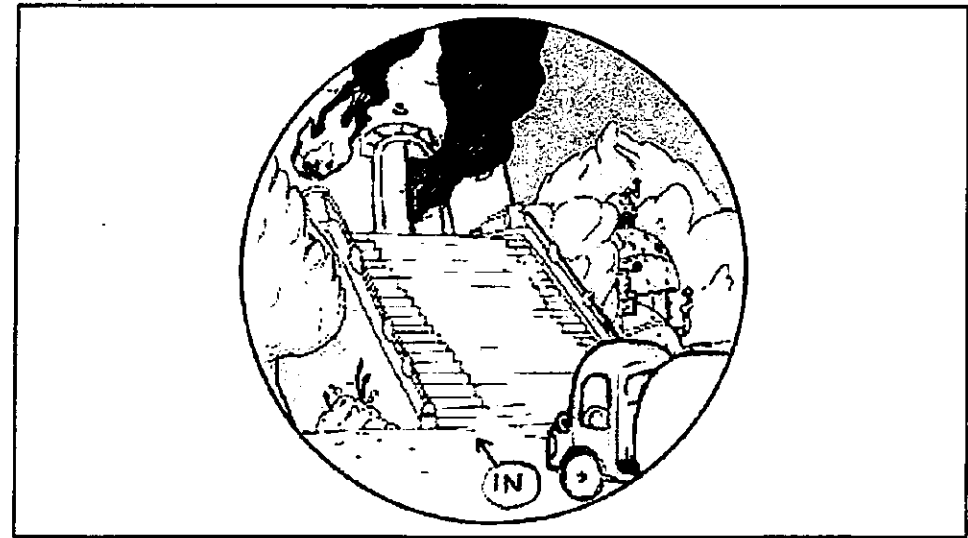


Sc. 90 CONT

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

-TRUCK ROLLS ON/S.

SEP 24 2013

EPISODE # 1014-160
Production :

1014/160

1014/160

1014/160

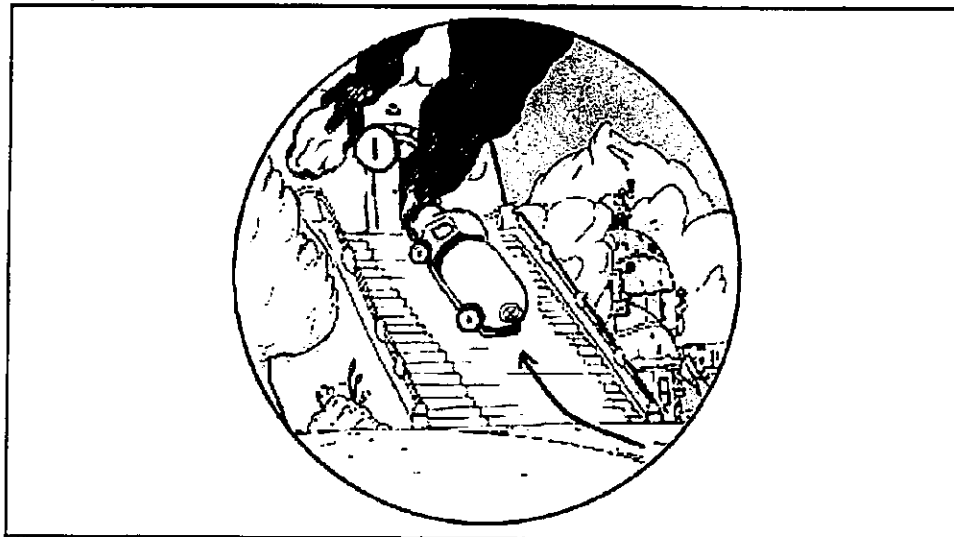
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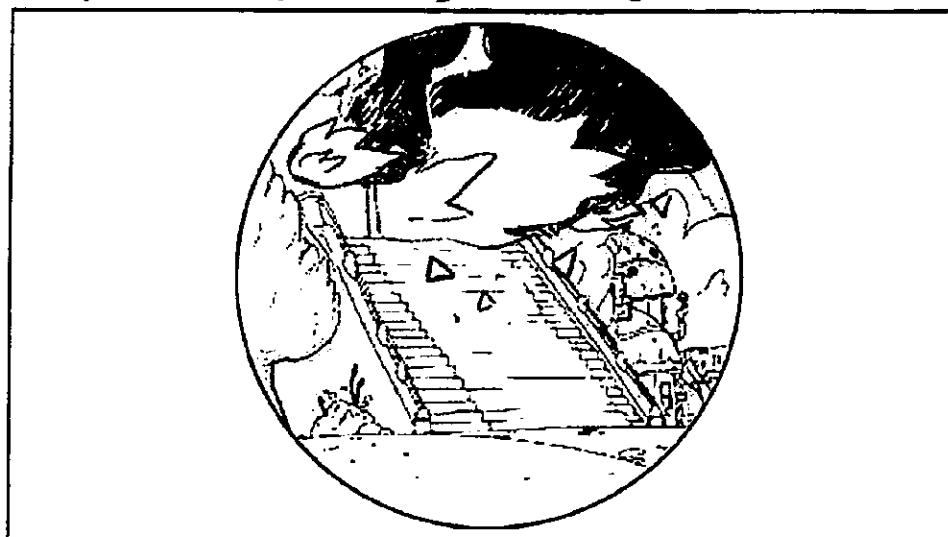
Sc. **90 CONT** Pnl. C Bg.

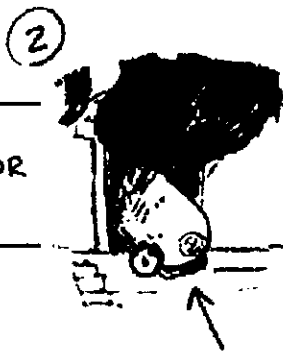
day night



Sc. **90 CONT** Pnl. D Bg.

Page **146**
day night



Dialog:		
Action:	GAS TRUCK GOES UP STAIRS & THROUGH DOOR	SFX: BOOM!
Timing:		

SEP 24 2013

EPISODE # **1014-160**

Production :

1014/160

1014/160

1014/160

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ADVENTURE TIME



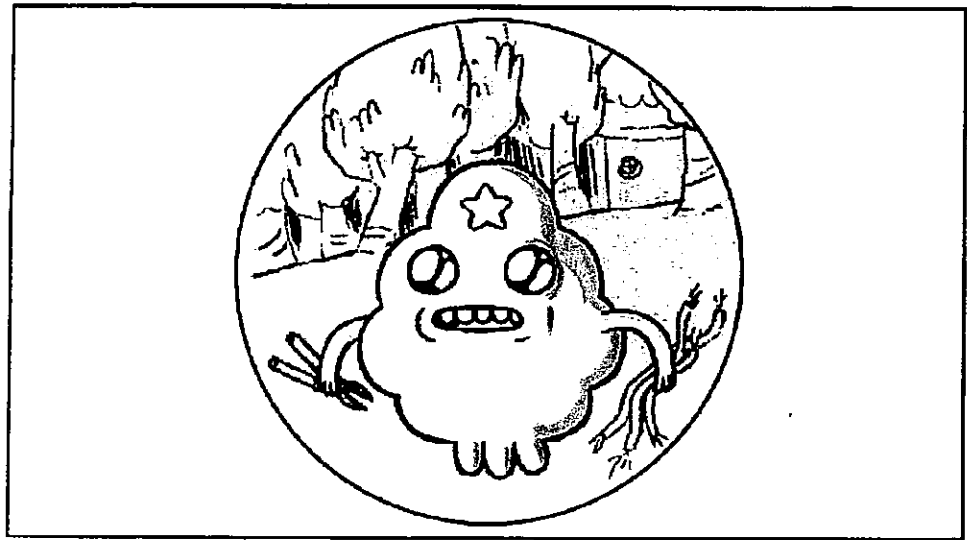
Page 147

Sc. 91

Pnl. A

Bg.

day night

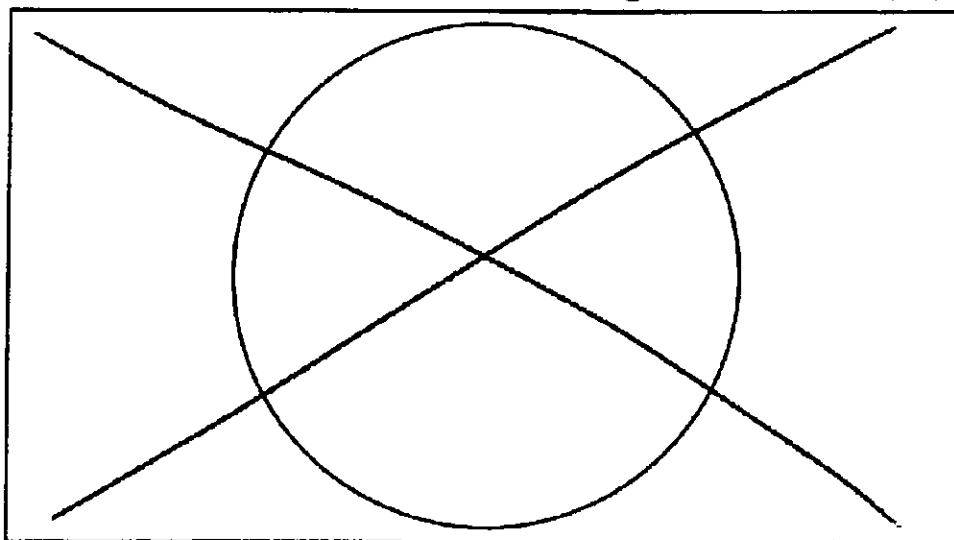


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: BURNING & CRACKLING

Action:

LIGHT FLICKERING

Timing:

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

1014/160

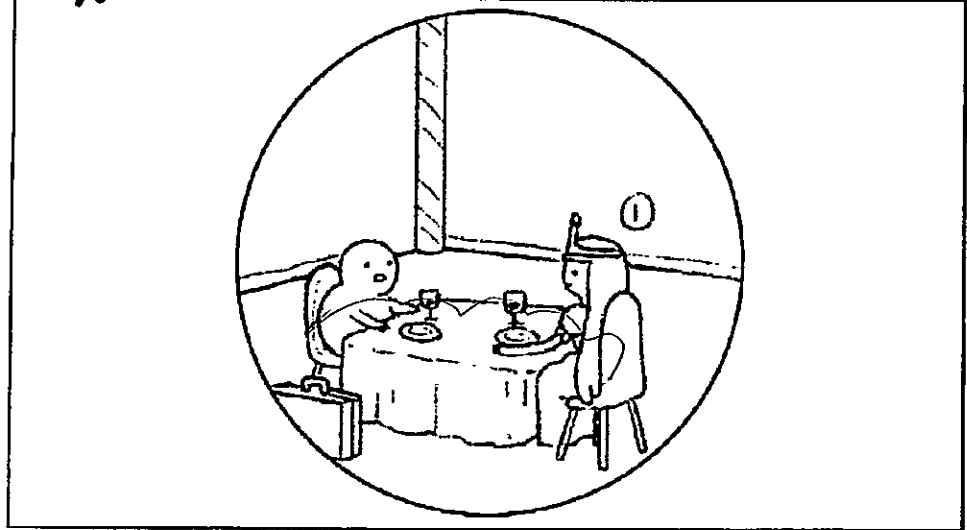
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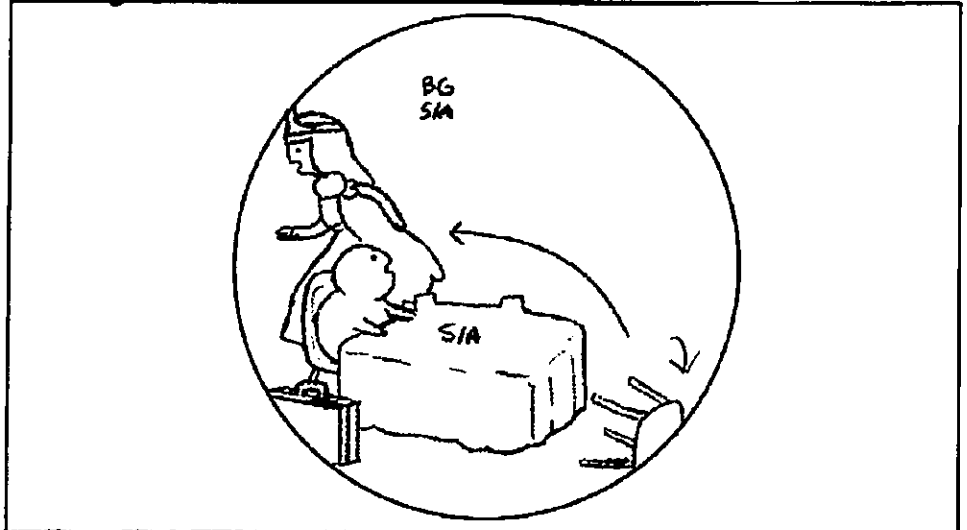
ADVENTURE TIME



Sc. 92 Pnl. A Bg. day night



Sc. 92 CONT Pnl. B Bg. day night



Dialog:	<u>SFX:</u> <u>*BOOM!*</u> <u>PB: *GASP*</u>	<u>PB: WE'RE UNDER ATTACK.</u>
Action:	<u>PB STANDS UP, KNOCKS OVER CHAIR</u>	<u>-PB RUNS PAST JOHNNIE.</u> <u>-CHAIR FALLS OVER,</u>
Timing:		

SEP 24 2013

EPISODE # 1014-160

Production :

1014/160

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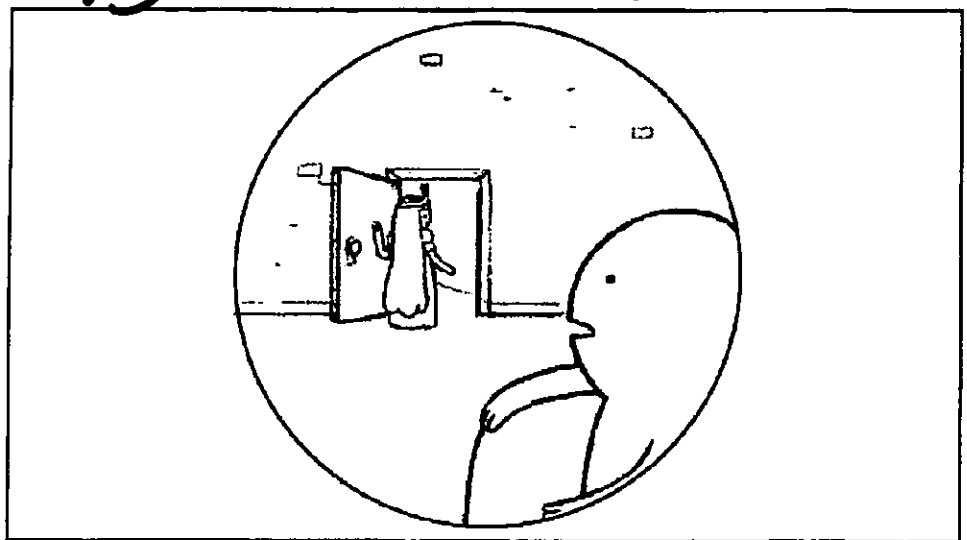
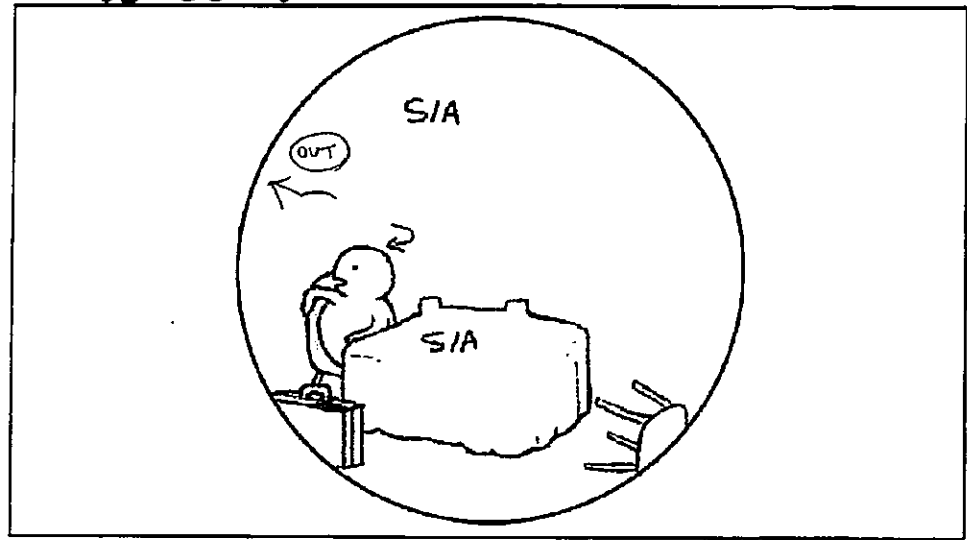
1014/160

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ADVENTURE TIME



Sc. **92 CONT** Pnl. C Bg. day night Sc. **93** Pnl. A Bg. day night Page **149**



Dialog:	<u>J</u> : CAN I HELP?	<u>PB</u> : NO.
Action:	PB RUNS OFF/S	
Timing:	SEP 24 2013	

EPISODE # 1014-160
Production :

1014/160

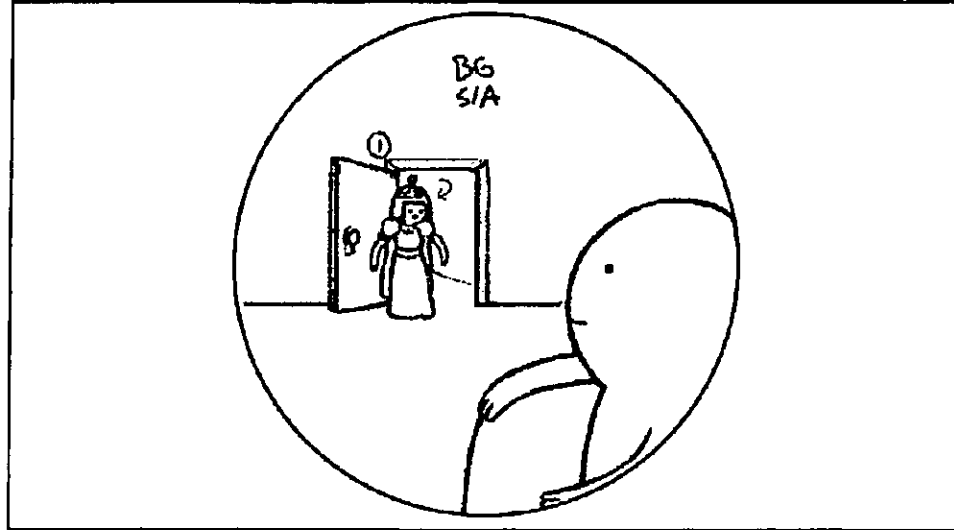
1014/160

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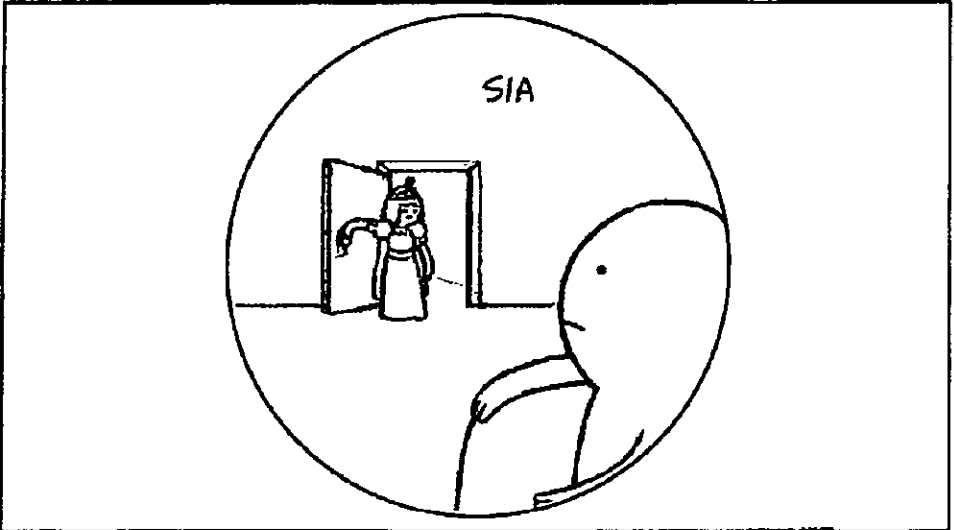
ADVENTURE TIME

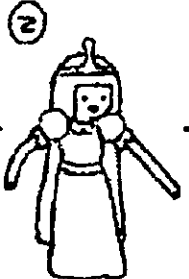


Sc. **93 CONT** Pnl. B Bg. day night



Sc. **93 CONT** Pnl. C Bg. day night



Dialog:	<p>① <u>PB</u>: HIDE YOURSELF BENEATH THE TABLECLOTH. ② THERE'S CYANIDE LACED IN THE GUM UNDER THE TABLE.</p>	<p><u>PB</u>: CHEW IT IF YOU HEAR RAIDERS BREAK DOWN THE DOOR.</p>
Action:	<p>PB TURNS ① AND POINTS ②</p> 	<p>— PB GRABS DOOR HANDLE</p>
Timing:		<p>SEP 24 2013</p>

EPISODE # 1014-160

Production :

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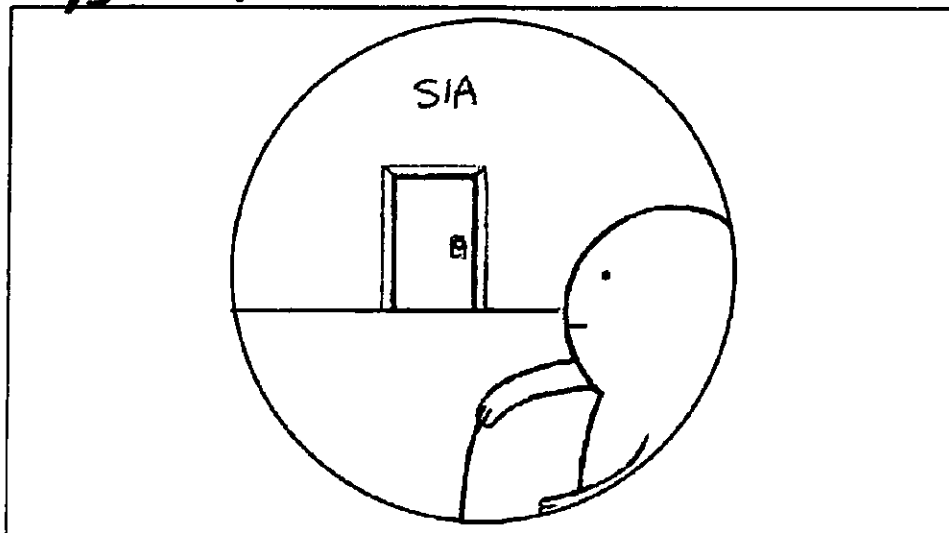


Sc. **93 CONT**

Pnl. D

Bg.

day night

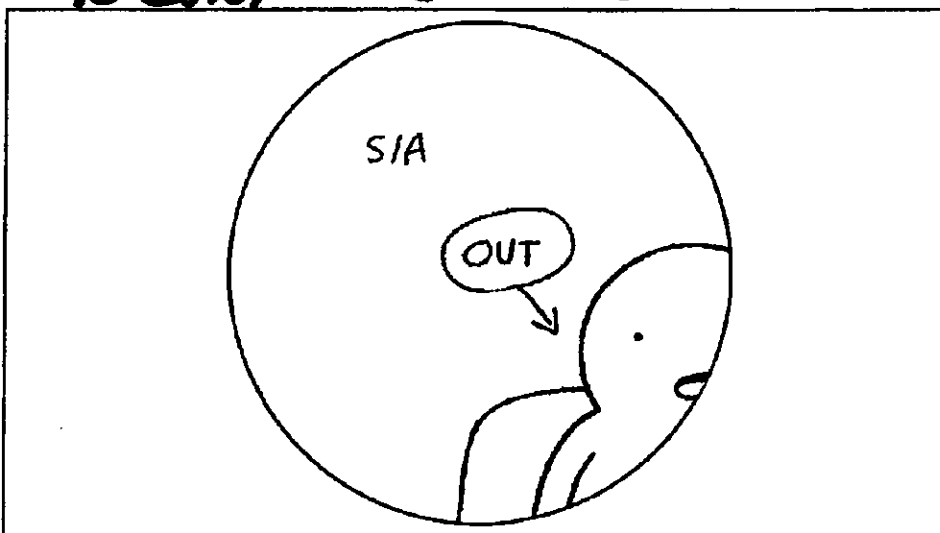


Sc. **93 CONT**

Pnl. E

Bg.

day night



Dialog:	<u>SFX</u> : SLAM!	<u>J</u> : OKAY.
Action:	- PB SLAMS DOOR BEHIND HER	- JOHNNIE CLIMBS DOWN OFF/S
Timing:	SEP 24 2013	

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EPISODE # 1014-160

Production :

1014/160

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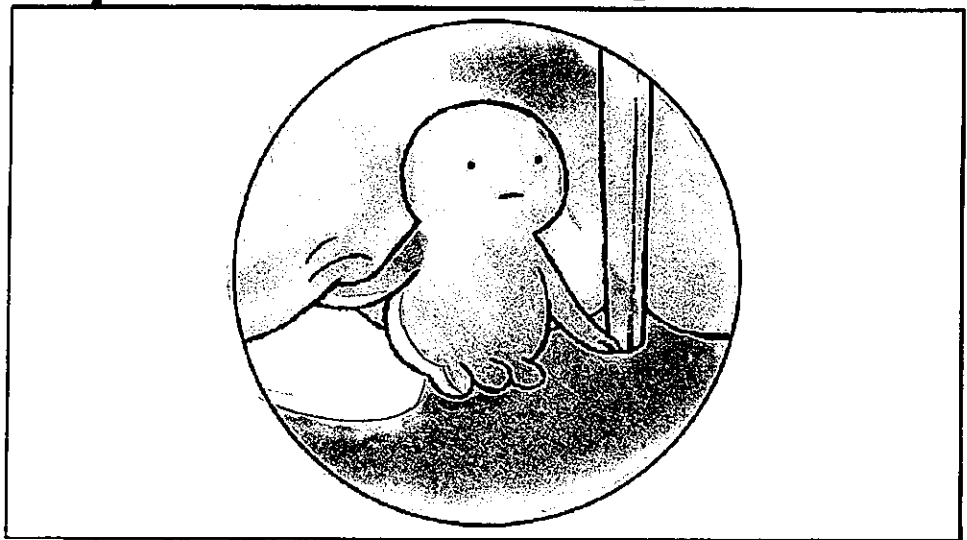


Sc. **94**

Pnl. A

Bg.

day night

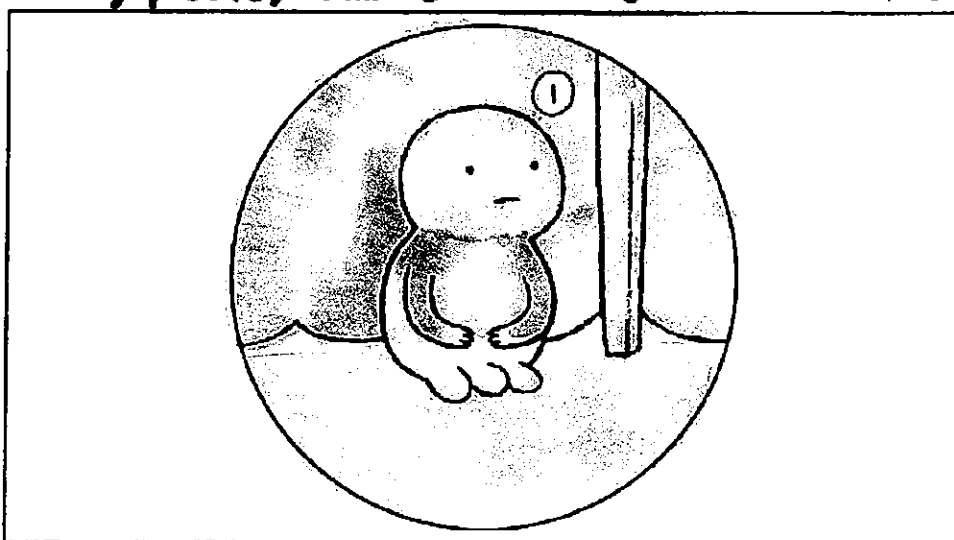


Sc. **94 cont**

Pnl. B

Bg.

day night



Page **152**

EPISODE # **1014-160**

Dialog:

Action:

- J LOOKS UP



Timing:

SEP 24 2013

Production :

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1014/160

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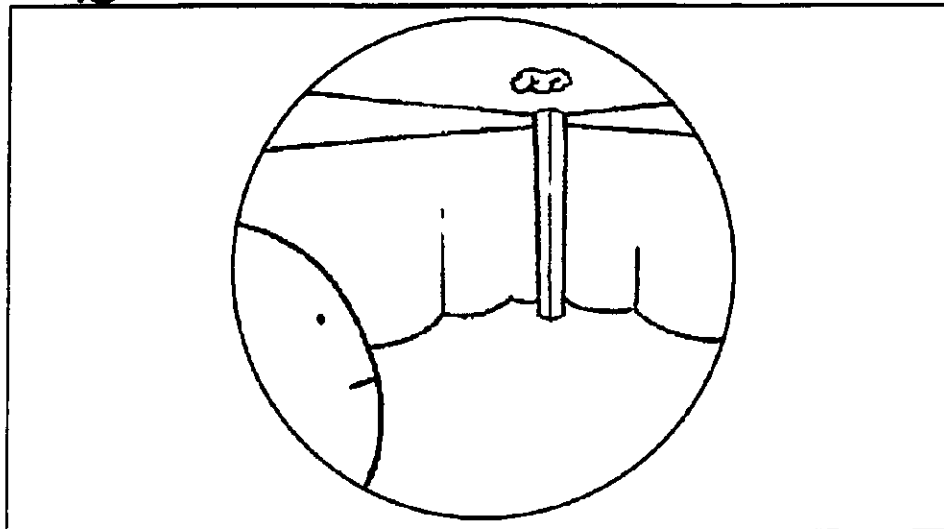
Page 153

Sc. 95

Pnl. A

Bg.

day night

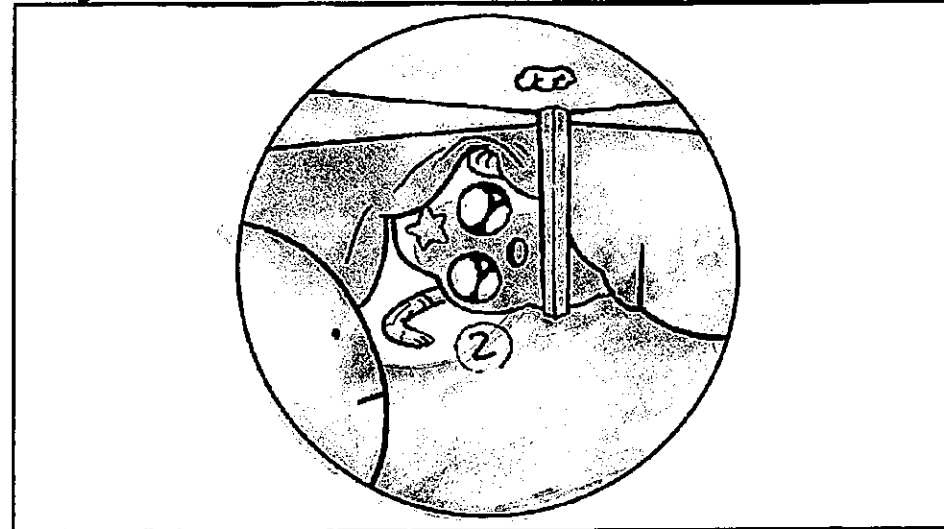


Sc. 95 CONT

Pnl. B

Bg.

day night



Dialog:

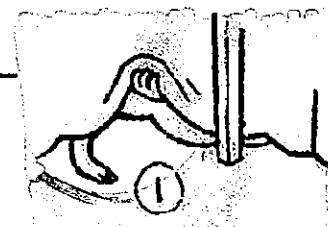
LSP: HI JOHNNY

Action:

BEAT STARING AT GUM

-LSP PECKS UNDER
TABLECLOTH

Timing:



SEP 24 2013

EPISODE# 1014-160

Production :

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1014/160

1014/160

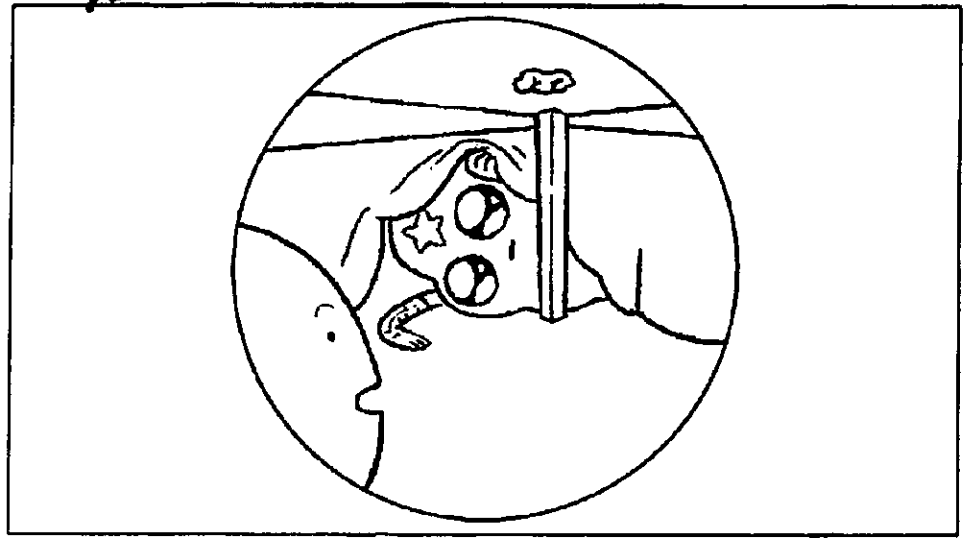
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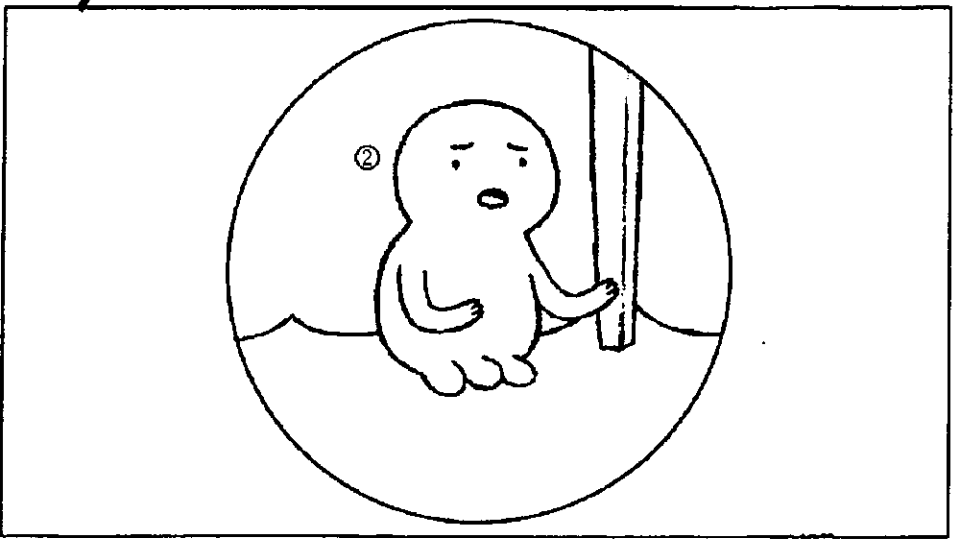


Page 154

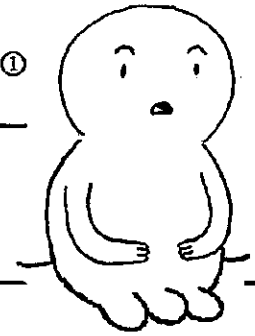
Sc. 95 CONT Pnl. C Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog:	<u>J</u> : *GASP!*	<u>J</u> : WHAT ARE YOU DOING HERE?
Action:		
Timing:		



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EPISODE # 1014-160

Production :

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1014/160

1014/160

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ADVENTURE TIME



Page 155

Sc. 97 Pnl. A Bg. day night

①

Sc. 97 cont Pnl. B Bg. day night

B6 SIA

②

EPISODE # 1014-160

Dialog:

LSP: I'M GOING TO TIME TRAVEL YOU BACK —

LSP/ To when we first met at the Tavern...
back to when you loved me. So we can
have a second chance.

Action:

-LSP slowly lifts sphere o/s

Timing:

②

①

③

SEP 24 2013

Production :

1014/160

1014/160

1014/160

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ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night

Sc. 98 CONT Pnl. B Bg. day night

Dialog:

J: I...WHAT?

Action:

- LSP FLOATS FORWARD.

Timing:

EPISODE# 1014-160

Production :

SEP 24 2013

1014/160

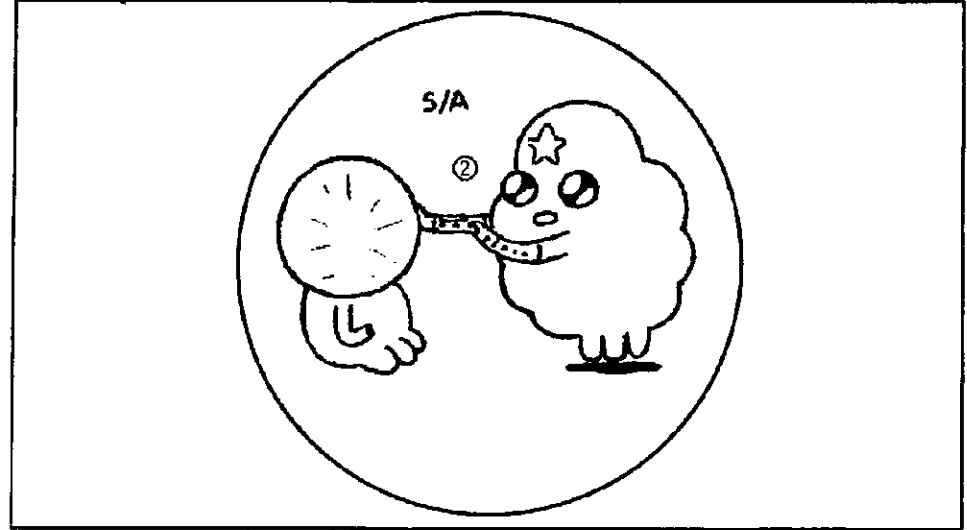
1014/160

ADVENTURE TIME

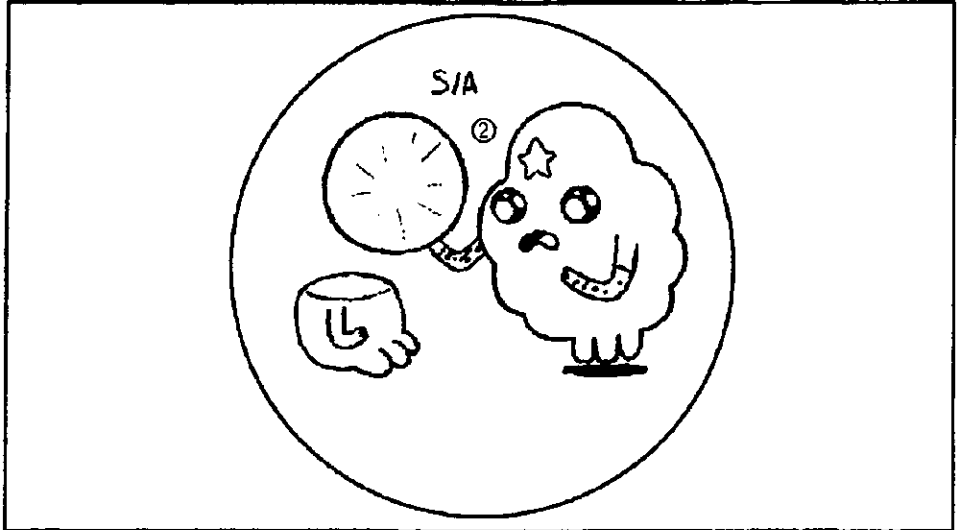


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Sc. 98 CONT Pnl. C Bg. day night

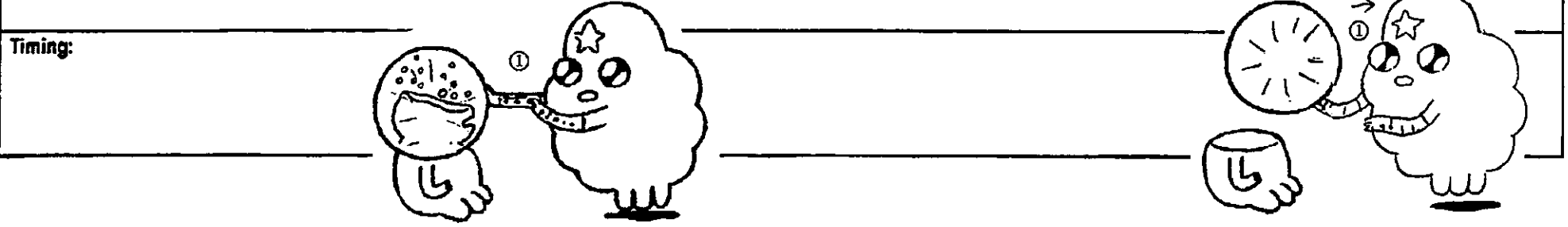


Sc. 98 CONT Pnl. D Bg. day night



Dialog:
SFX: WOMP! BEEP! LSP: EUH!

Action: - LSP PUSHES 'TIME TRAVEL' BUTTON - HALF of JOHNNIE DISAPPEARS
- Johnny's molecules break apart and dissipate



EPISODE # 1014-160

Production : SEP 24 2013

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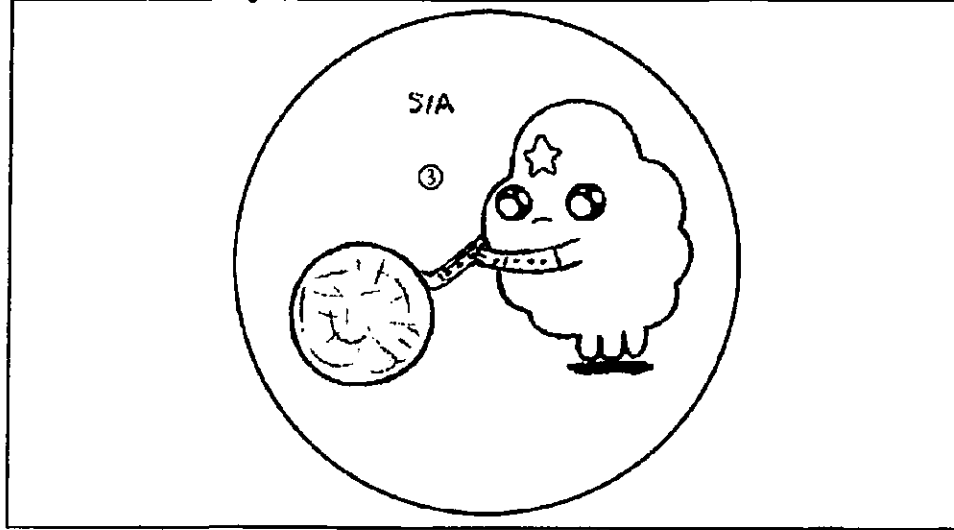
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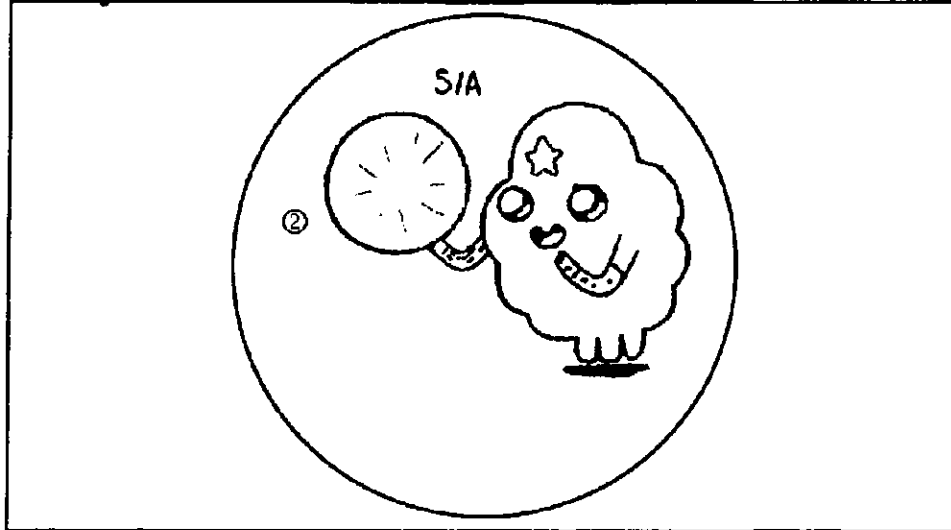
ADVENTURE TIME



Sc. **98 cont** Pnl. E Bg. day night



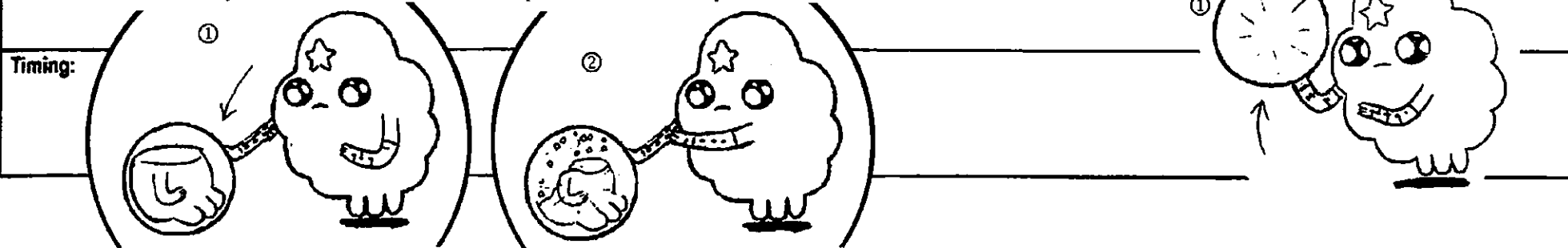
Sc. **98 cont** Pnl. F Bg. day night



Dialog:

SFX: WOMP! BEEP! LSP: EUH...

Action: -LSP hits time travel button
-Johnny's molecules break apart and dissipate -LSP lifts sphere



EPISODE# 1014-160

Production :

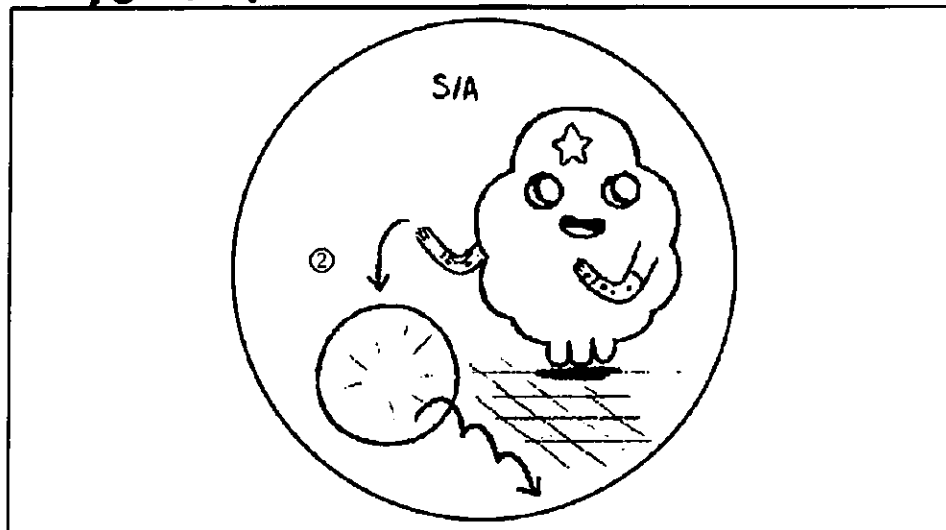
SEP 24 2013

ADVENTURE TIME



Sc. **98 cont** Pnl. **G** Bg.

day night



Sc. **98 cont** Pnl. **H** Bg.

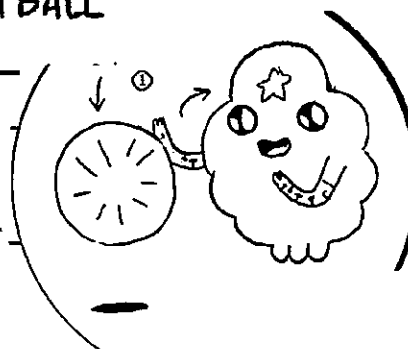
Page **159**

day night



EPISODE # **1014-160**

Dialog:	(HOPEFUL) <u>LSP</u> : HEH HEH HEH...
Action:	- SPHERE BOUNCES OFF/S LIKE A BASKETBALL
Timing:	



Production :

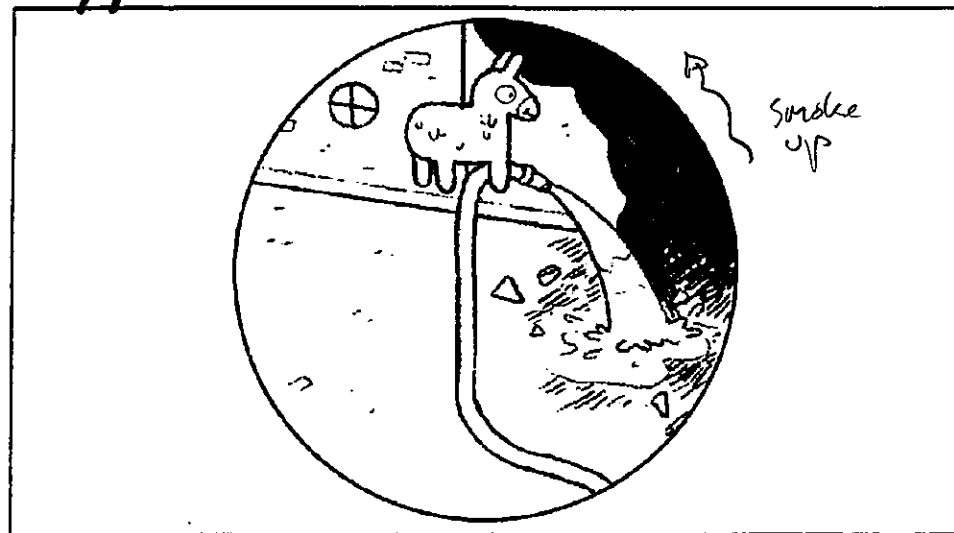
SEP 24 2013

ADVENTURE TIME

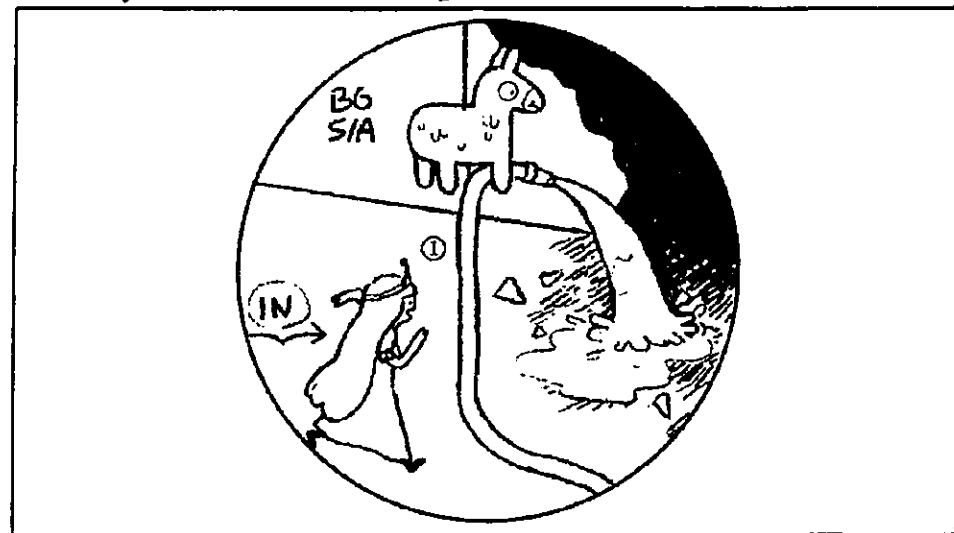


Page 160

Sc. 99 Pnl. A Bg. day night



Sc. 99 CONT Pnl. B Bg. day night



Dialog:	<p><u>SFX:</u> *SPSHHH*</p> <p><u>PB:</u> MANFRIED! WHERE ARE THE BANANA GUARDS?!</p>
Action:	
Timing:	

EPISODE # 1014-160

Production :
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1014/160

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ADVENTURE TIME



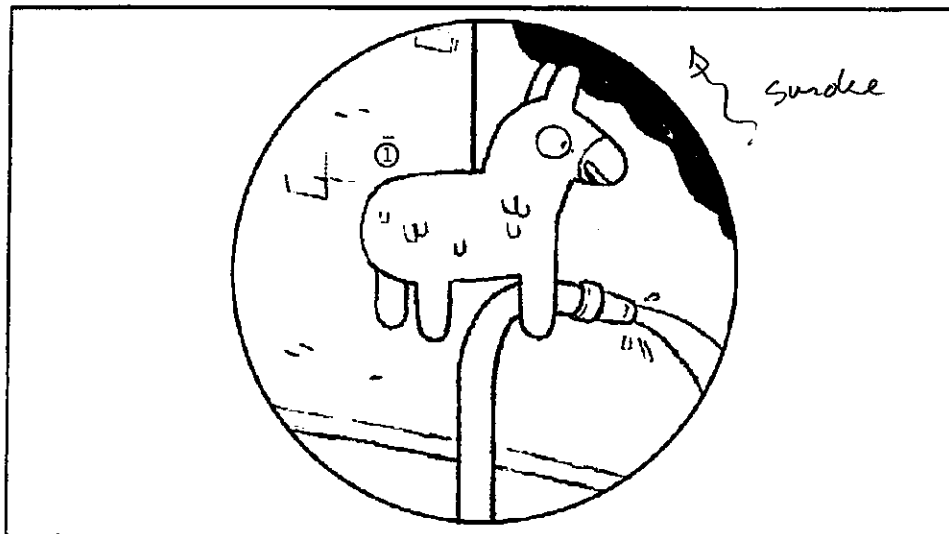
Page 161

Sc. 100

Pnl. A

Bg.

day night

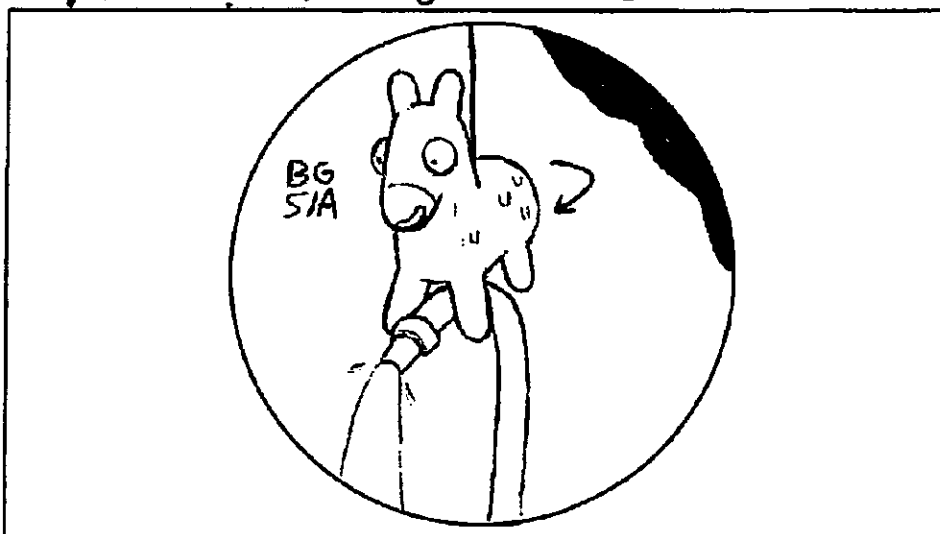


Sc. 100 CONT

Pnl. B

Bg.

day night



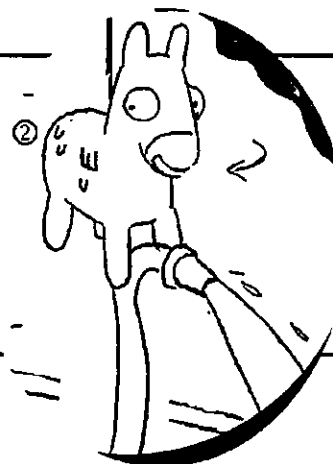
Dialog:

M: TAKE A CHILL PILL PRINCESS.

M: I HANDLED IT.

Action:

Timing:



EPISODE # 1014-160

Production :

SEP 24 2013

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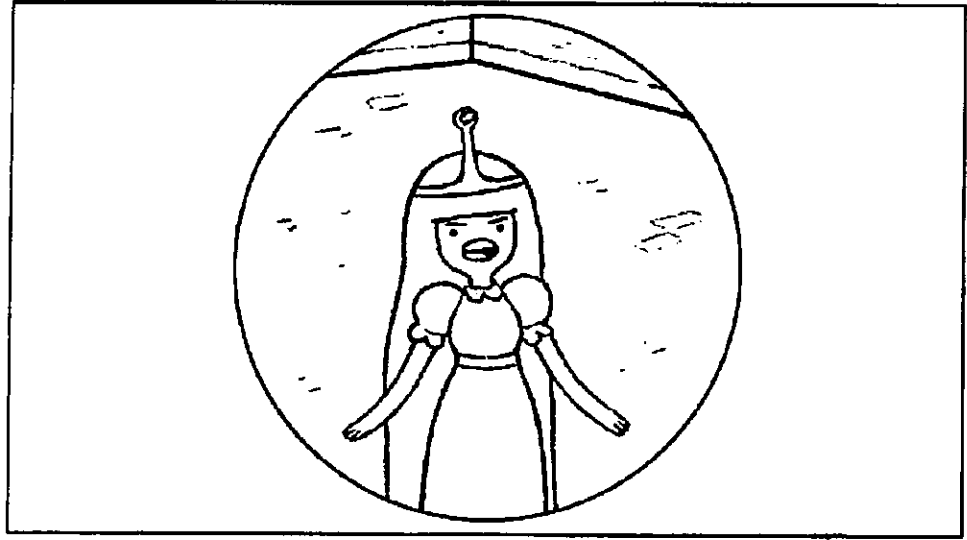


Sc. 101

Pnl. A

Bg.

day night



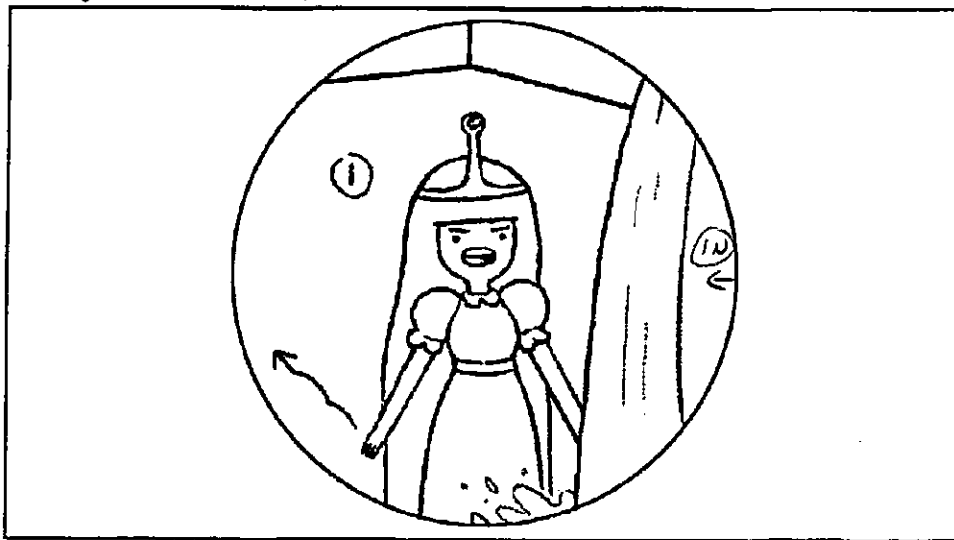
Sc. 101 CONT

Pnl. B

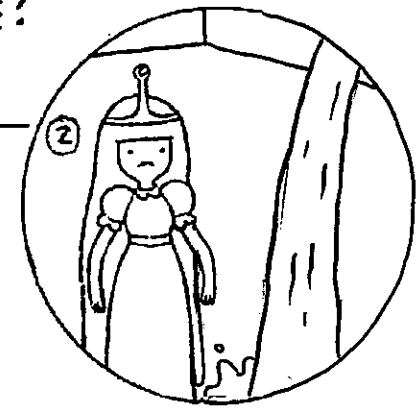
Bg.

day night

Page 162



Dialog:	PB: <u>WHAT</u> —	PB: DID YOU HANDLE?
Action:		
Timing:	PB BACKS AWAY FROM WATER w/ water move away From Cam	



EPISODE#
1014-160

Production :

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1014/160

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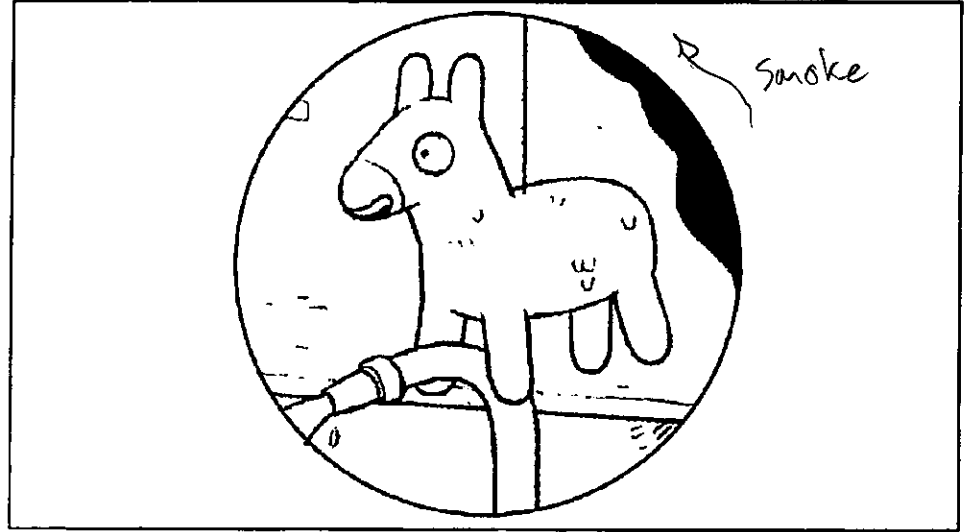
Page 163

Sc. 102

Pnl. A

Bg.

day night

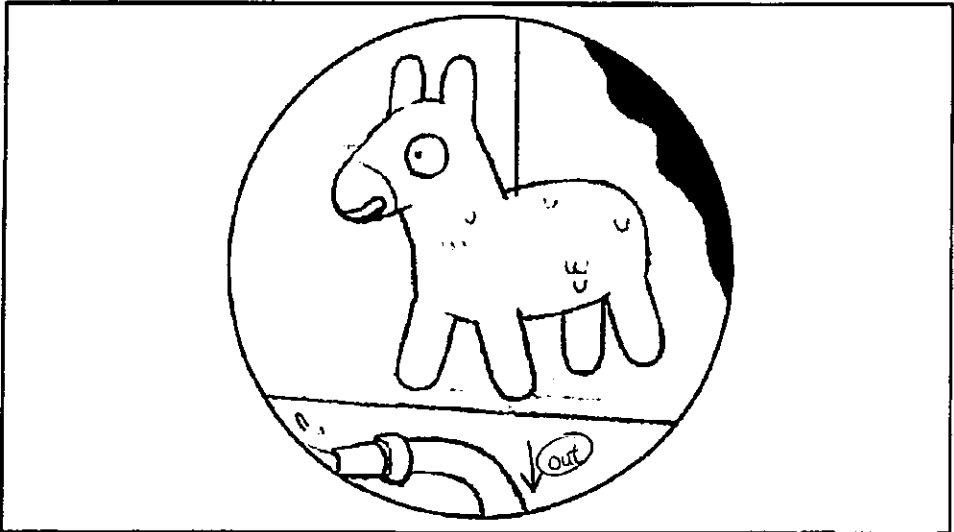


Sc. 102 CONT

Pnl. B

Bg.

day night



Dialog:	<u>M</u> : Y'KNOW SOMEONE DROVE THEIR CAR IN THE DOOR BUT NO ONE WAS DRIVING	<u>M</u> : AND IT EXPLODED SO I HANDLED IT.
Action:	M DROPS HOSE WHILE IT'S STILL RUNNING	
Timing:		

EPISODE # 1014-160

Production :

SEP 24 2013

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ADVENTURE TIME



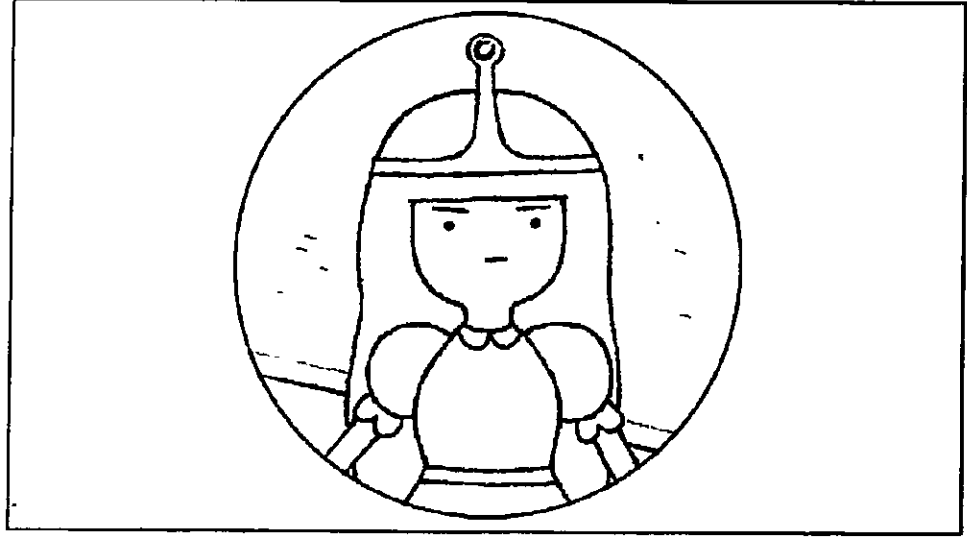
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Sc. 103

Prnt. A

Bg.

day night

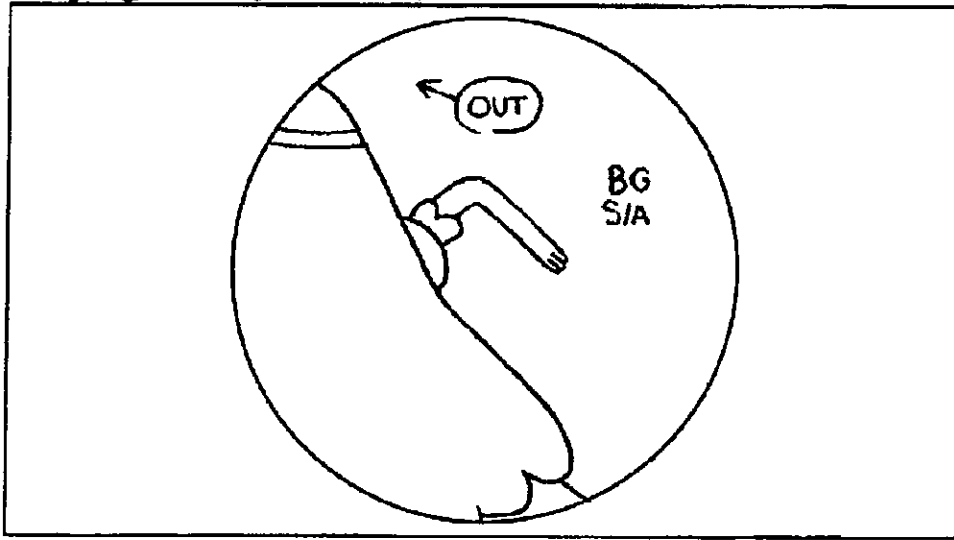


Sc. 103 *cont*

Prnt. B

Bg.

day night



Dialog:
<u>PB</u> : HRmm.
Action:
- PB TURNS & RUNS OFF/S
Timing:

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Production :
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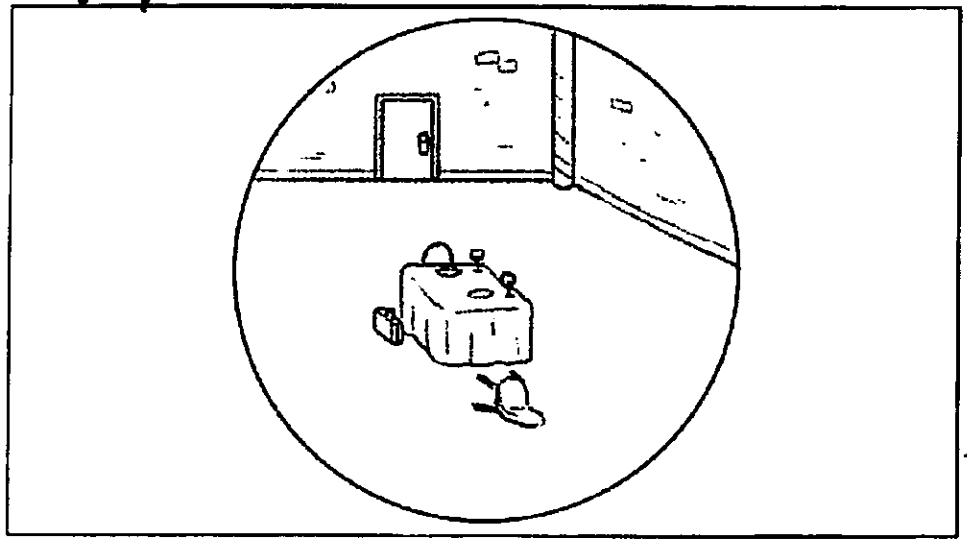
1014/160

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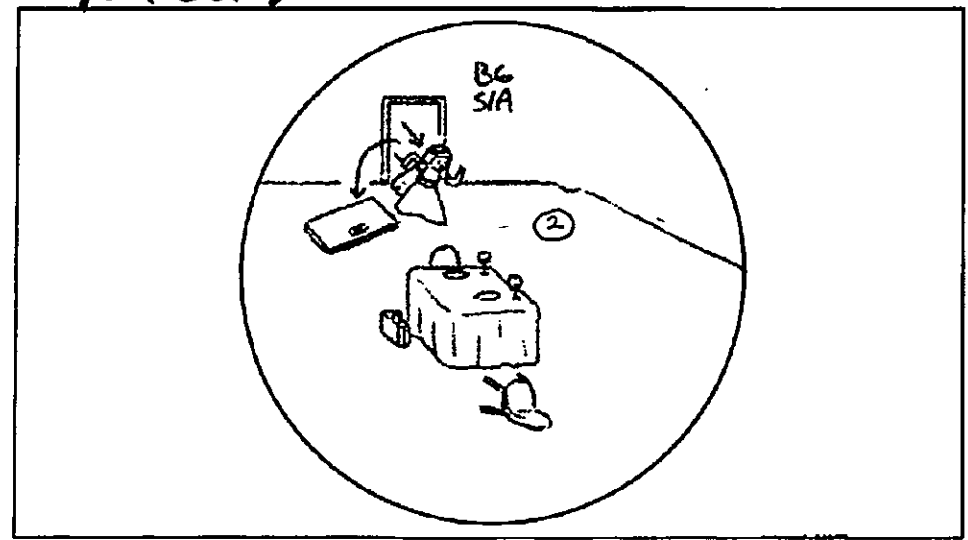
ADVENTURE TIME



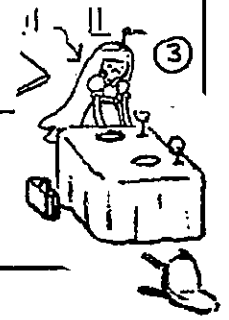
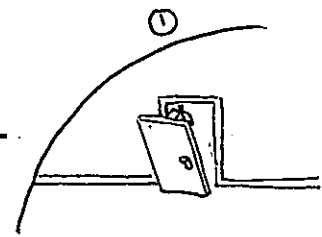
Sc. 104 Pnl. A Bg. day night



Sc. 104 CONT Pnl. B Bg. day night



Dialog:	<p><u>SFX</u> : BANG BANG BANG</p> <p><u>PB</u> : DON'T CHEW IT! DON'T CHEW IT! DON'T CHEW IT!</p>
Action:	<p>— PB KICKING DOOR</p> <p>— PB KICKS DOWN DOOR & RUNS IN</p>
Timing:	



EPISODE # 1014-160

Production :

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ADVENTURE TIME

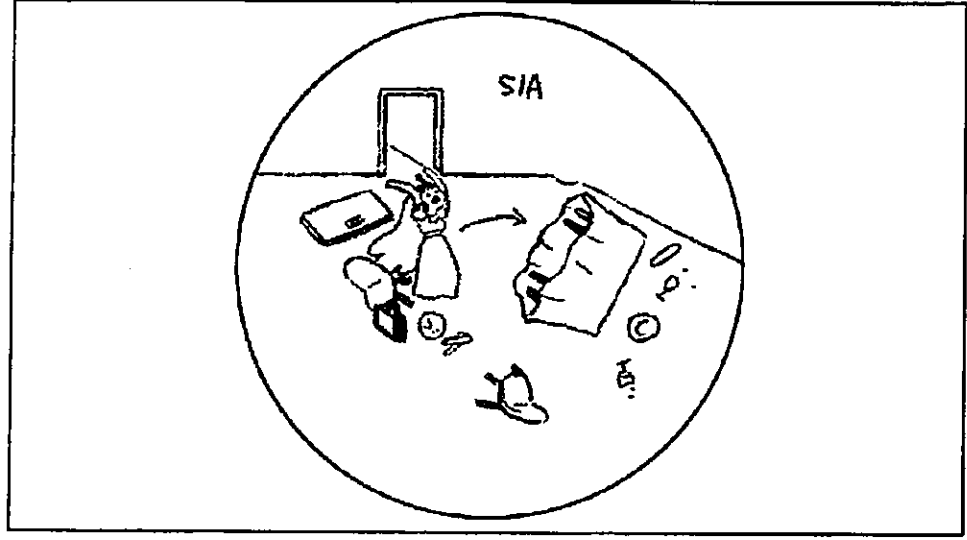


Sc. 104 CONT

Pnl. C

Bg.

day night

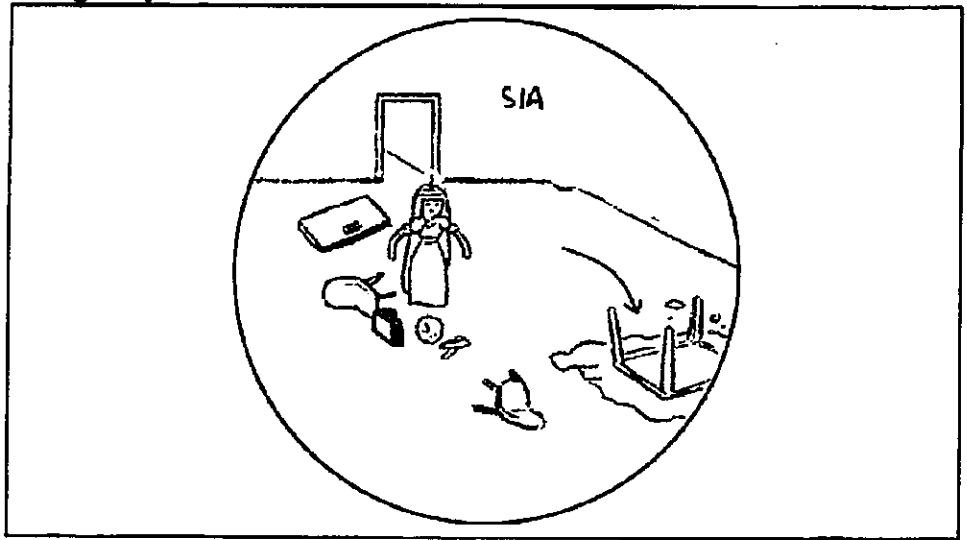


Sc. 104 CONT

Pnl. D

Bg.

day night



Dialog:	<p>PB: HUU!</p>	<p>PB: [PANTING]</p> <p>SFX: *CLATTER*</p>
Action:	<p>- PB OVERTURNS</p>	<p>-PB PANTING, OUT OF BREATH</p>
Timing:		

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Production :
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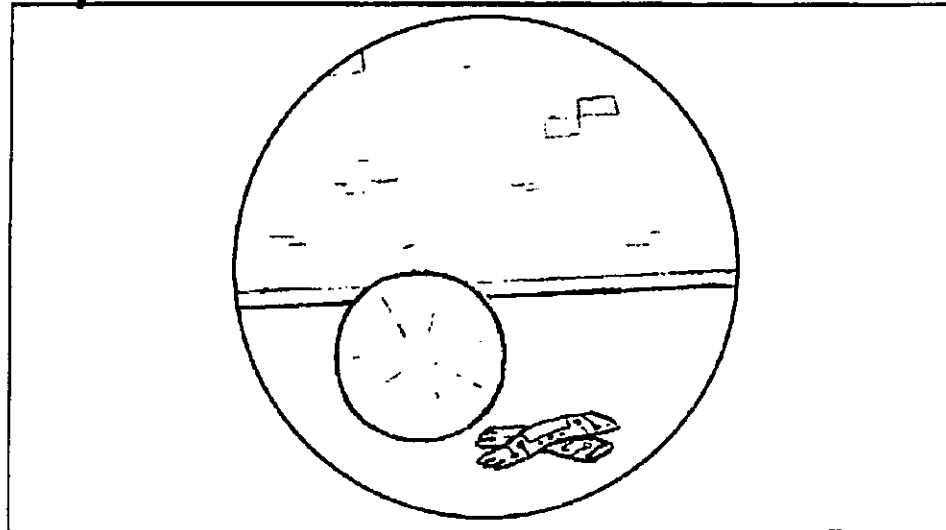
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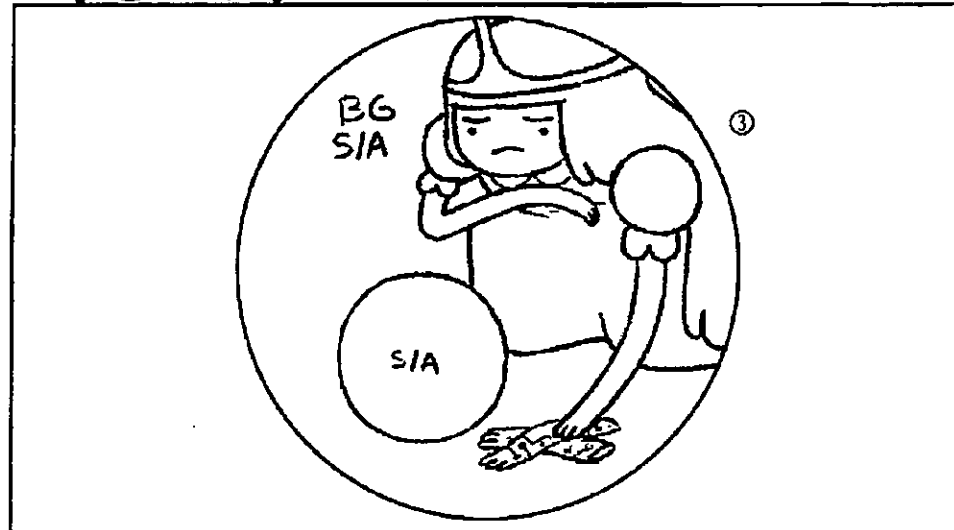


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Sc. 105 Pnl. A Bg. day night

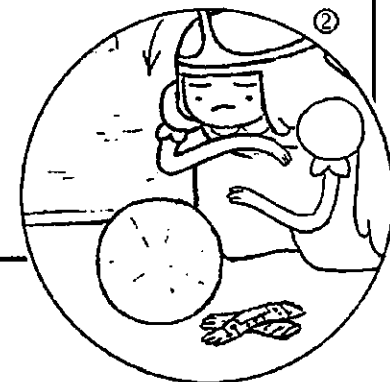
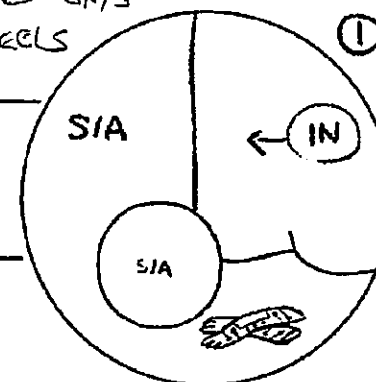


Sc. 105 cont Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	

-PB COMES ON/S
AND KNEELS



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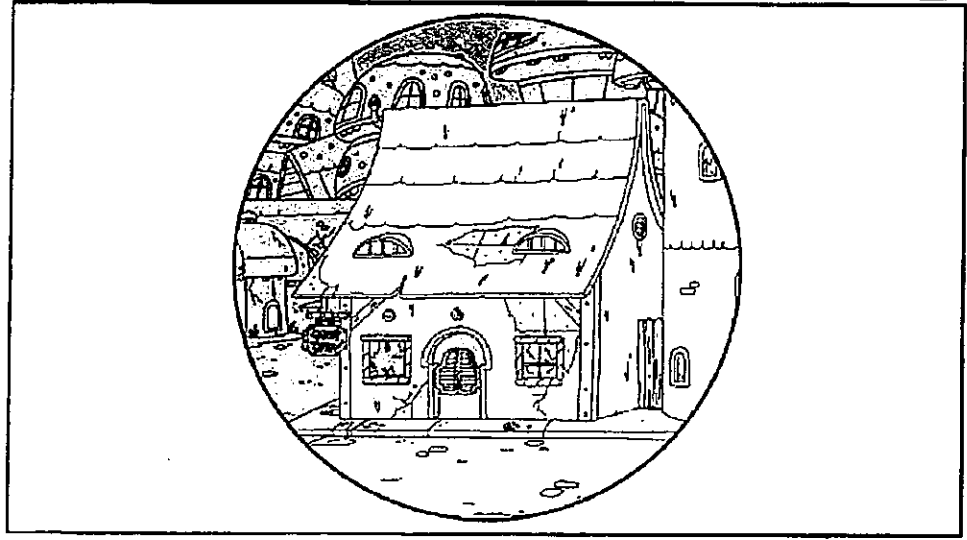


Sc. 106

Pnl. A

Bg.

day ☒ night

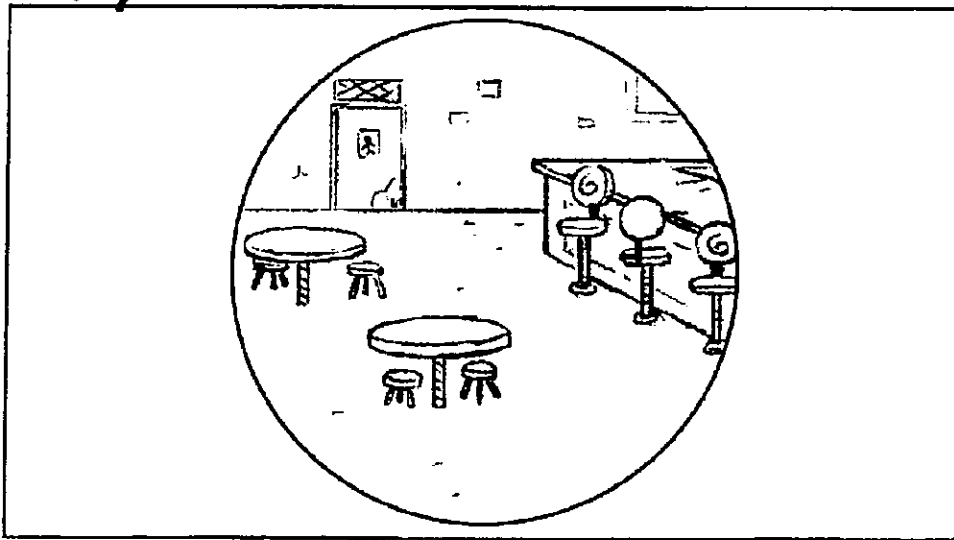


Sc. 107

Pnl. A

Bg.

day ☐ night



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Dialog:
Action: - EXT. TAVERN
Timing:

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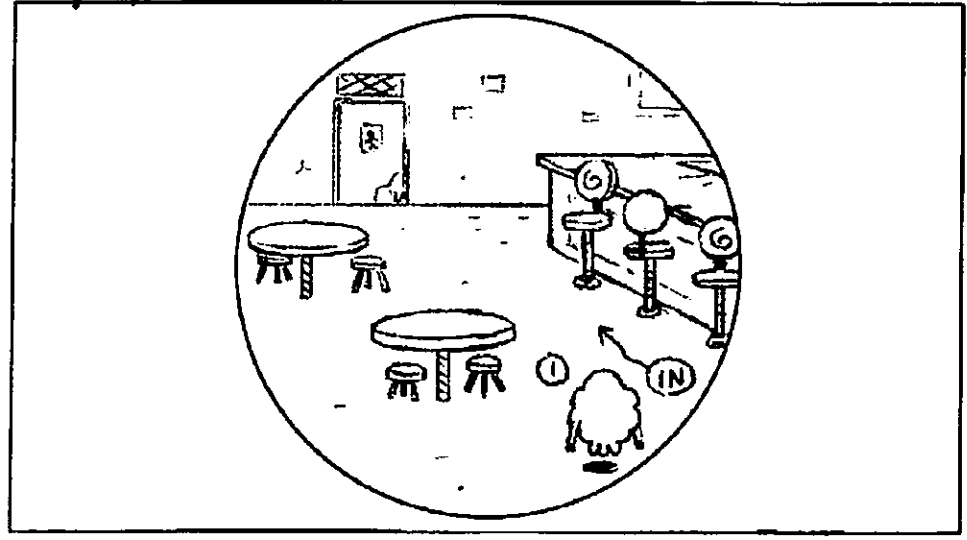
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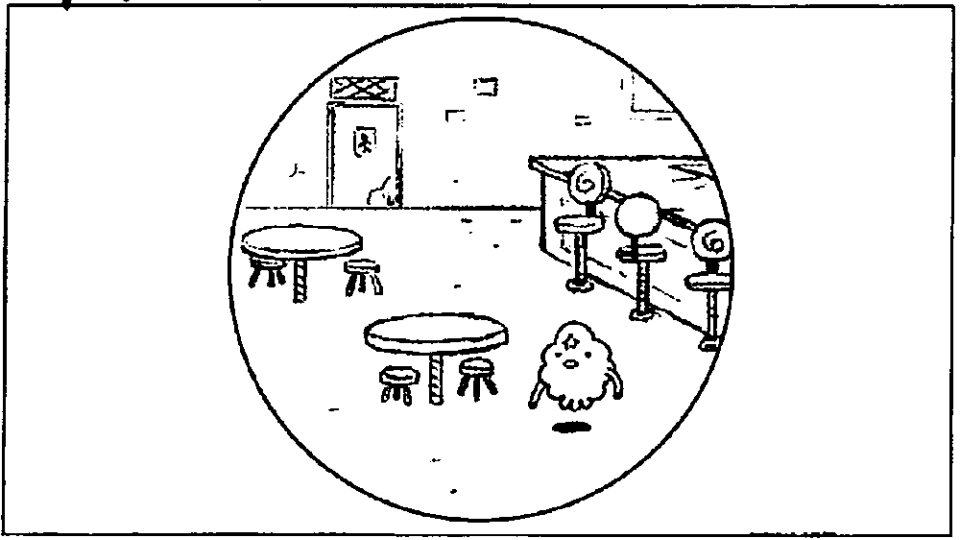





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Sc. 107 CONT Pnl. B Bg. day night



Sc. 107 CONT Pnl. C Bg. day night



Dialog:			
Action:	<u>LSP: JOHNNY?</u>		
Timing:	<u>LSP FLOATS ON/5 & LOOKS AROUND</u>	<u>2</u> 	<u>3</u> 
		<u>4</u> 	

EPISODE # 1014-160

Production :

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ADVENTURE TIME

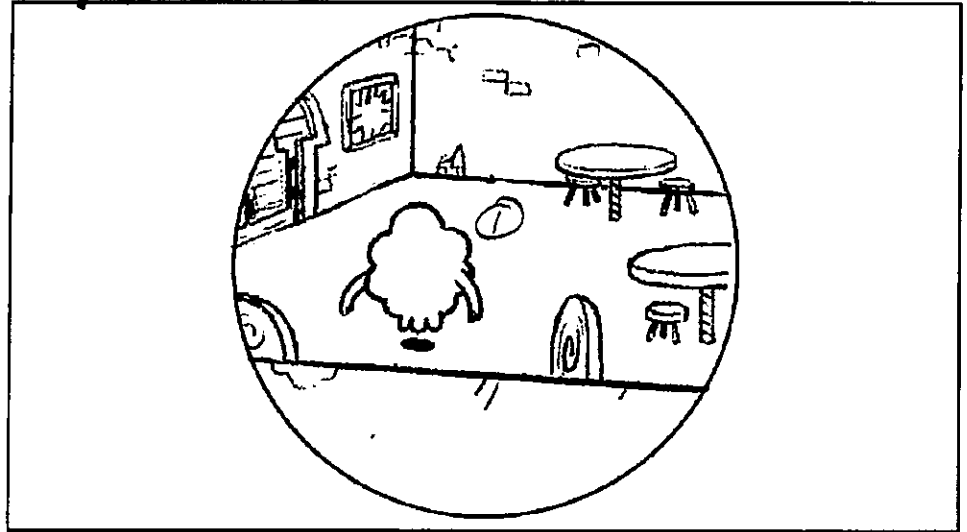


Sc. 108

Pnl. A

Bg.

day night

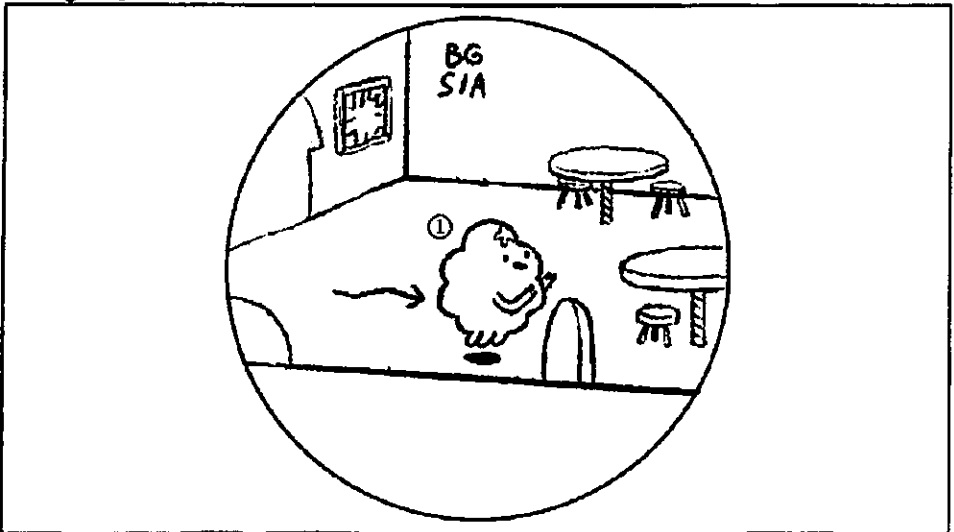


Sc. 108 CONT

Pnl. B

Bg.

day night

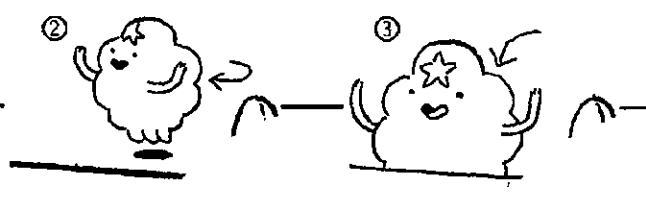
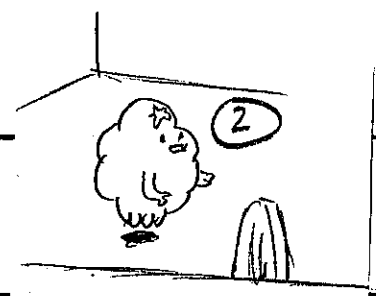


Dialog:

LSP/ C'mon... sit up straight, let me see your eyes...
ha-ha.

Action:

Timing:



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Production :
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ADVENTURE TIME

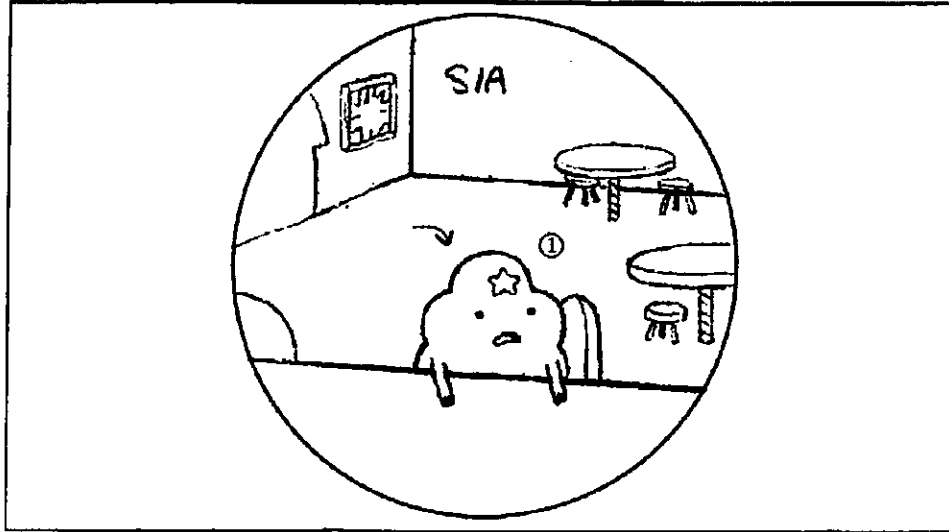


Sc. 108 CONT

Pnl. C

Bg.

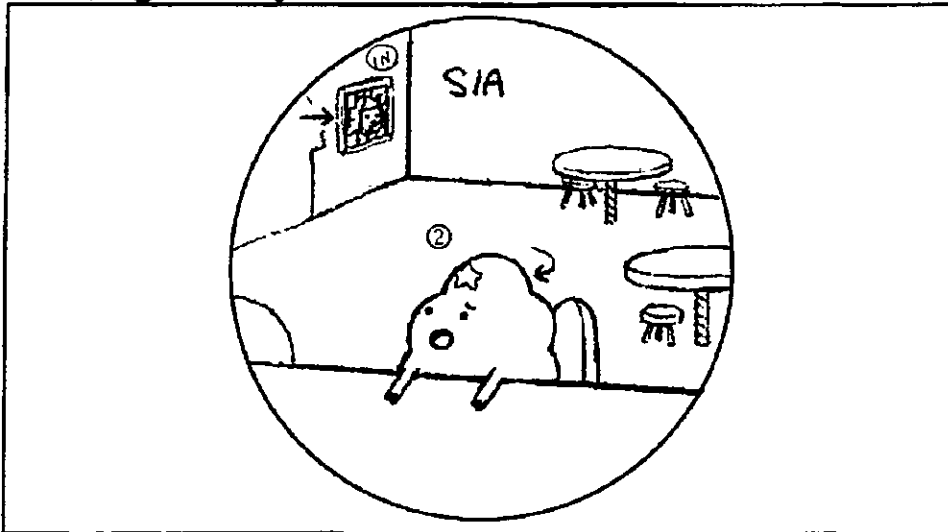
day night



Sc. 108 CONT Pnl. D

Bg.

day night



Dialog:

LSP: EVAH...

PB: HE'S NOT HERE

LSP: *GASP*

Action:

LSP SITS ON BAR STOOL LOOKING DISAPPOINTED

— PB POPS UP IN WINDOW

Timing:



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EPISODE #

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Production :

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ADVENTURE TIME

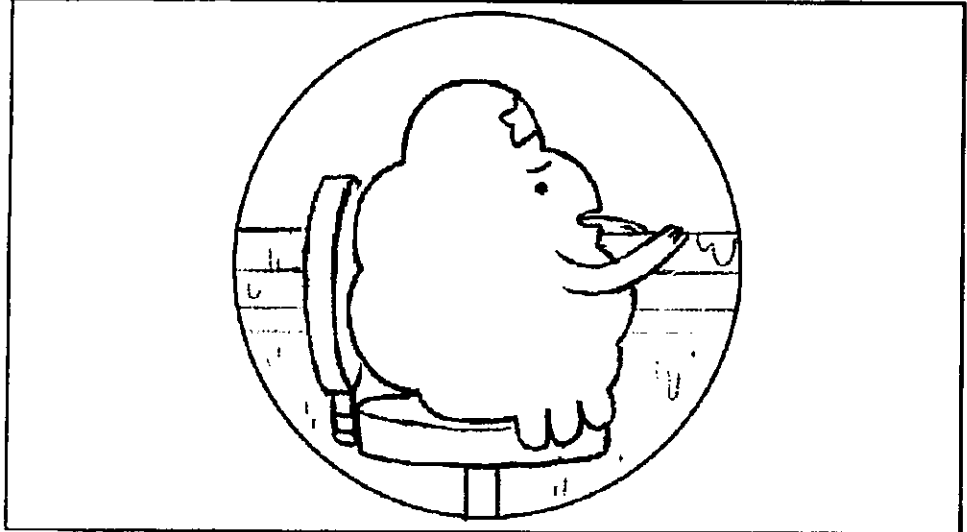


Sc. 109

Pnl. A

Bg.

day night



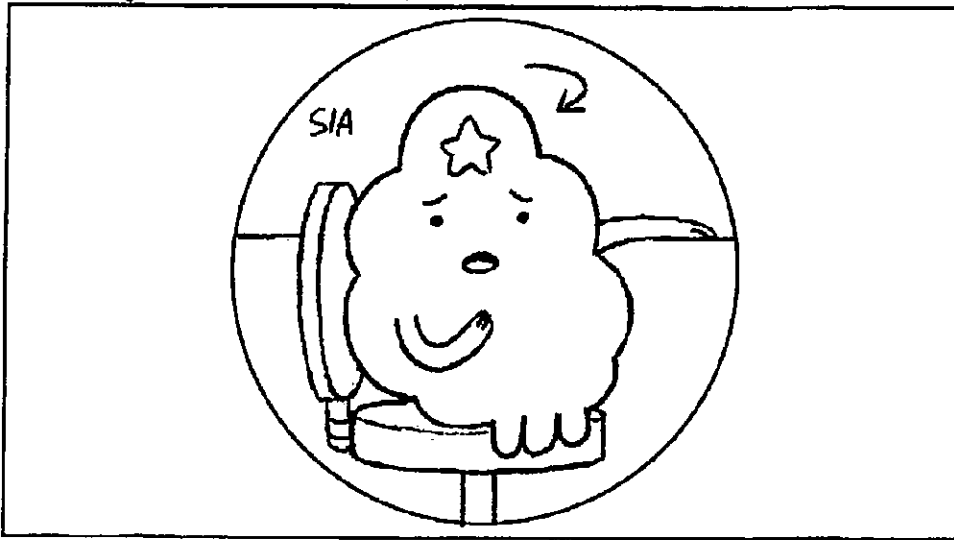
Sc. 109 CONT

Pnl. B

Bg.

day night

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Dialog:	<p><u>LSP</u>: WHAT?</p>	<p><u>LSP</u>: BUT I SENT HIM BACK!</p>
Action:	<p>LSP SWIVELS IN CHAIR</p>	
Timing:		

EPISODE # 1014-160

Production :
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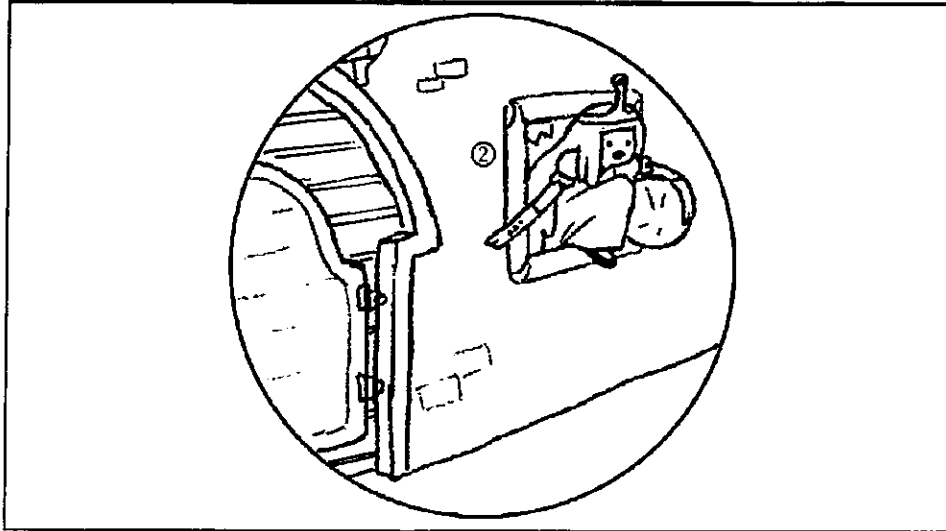
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Sc. 110

Pnl. A

Bg.

day night

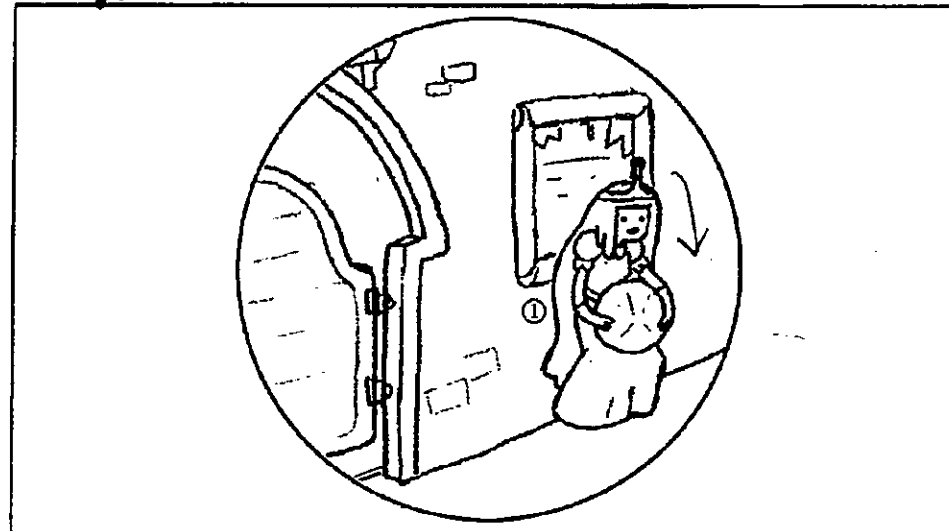


Sc. 110 CONT

Pnl. B

Bg.

day night



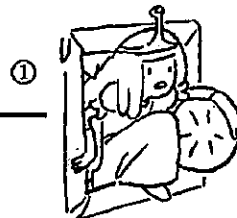
Dialog:

PB: THE SPHERE WOULD HAVE HAD TO LOG HIS MOLECULES, BEFORE YOU ENGAGED THE TIME TRAVEL FUNCTION

Action:

-PB CLIMBS THROUGH WINDOW.

Timing:



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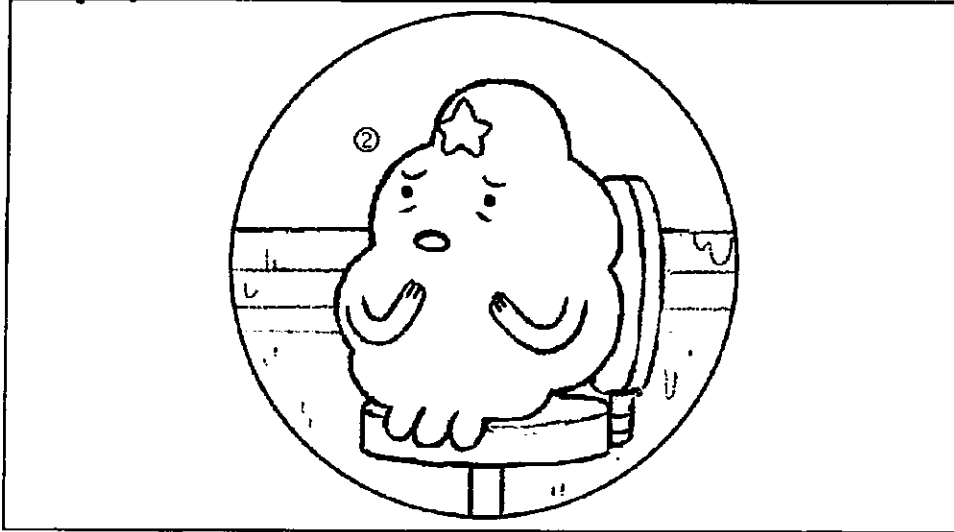
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Sc. 111

Prnt. A

Bg.

day night

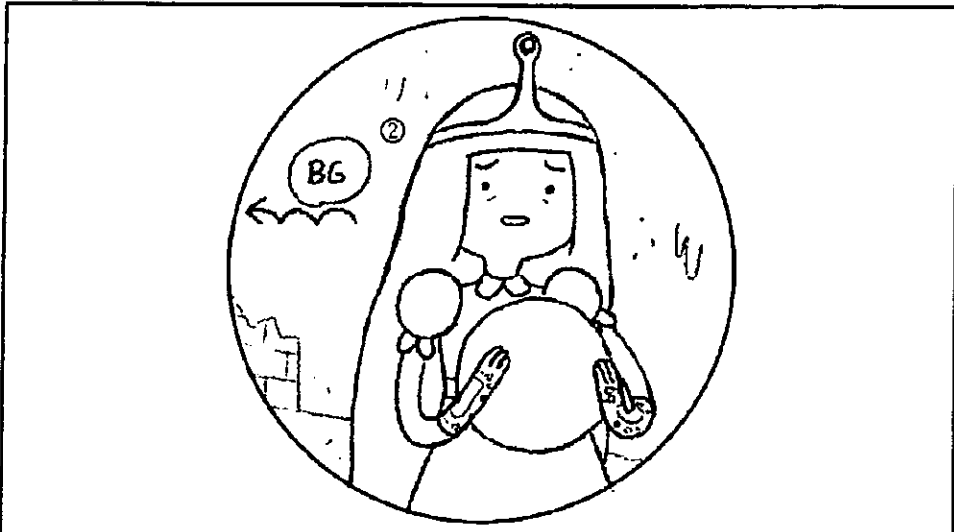


Sc. 112

Prnt. A

Bg.

day night



Dialog:

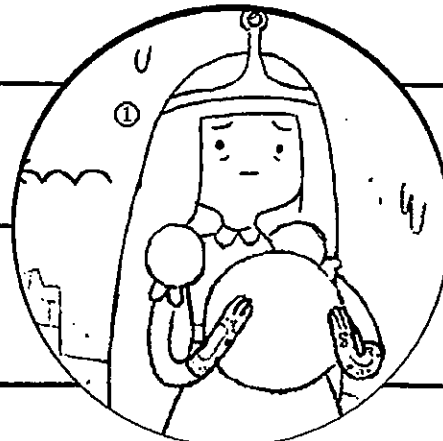
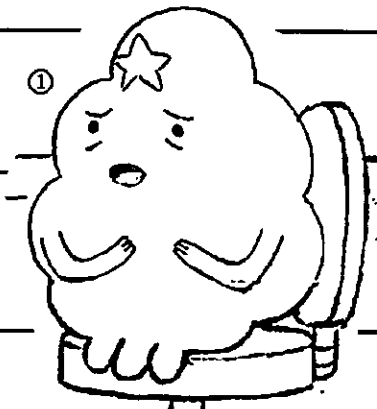
LSP: WELL ... THEN WHERE IS HE ?!

PB: I DON'T KNOW

Action:

- PB WALKS FORWARD.

Timing:



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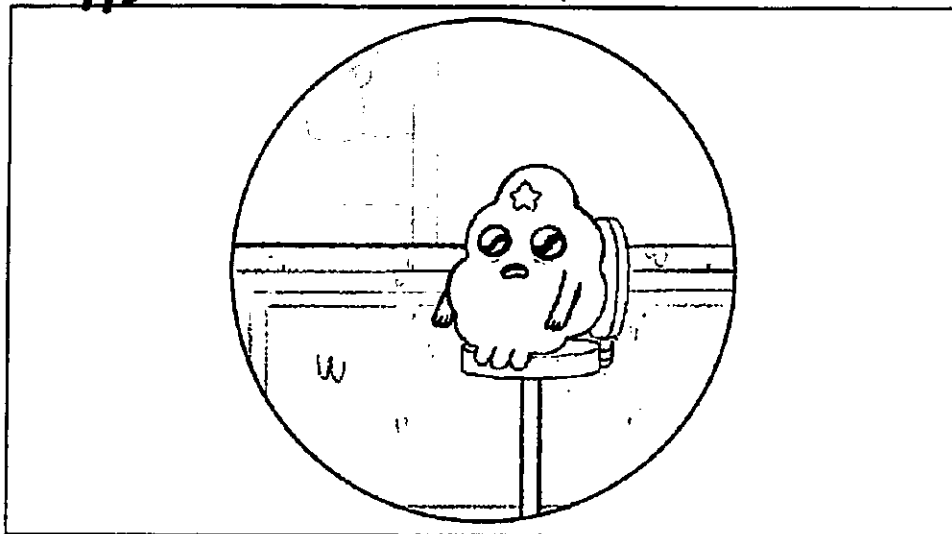
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Sc. 113

Pnl. A

Bg.

day night

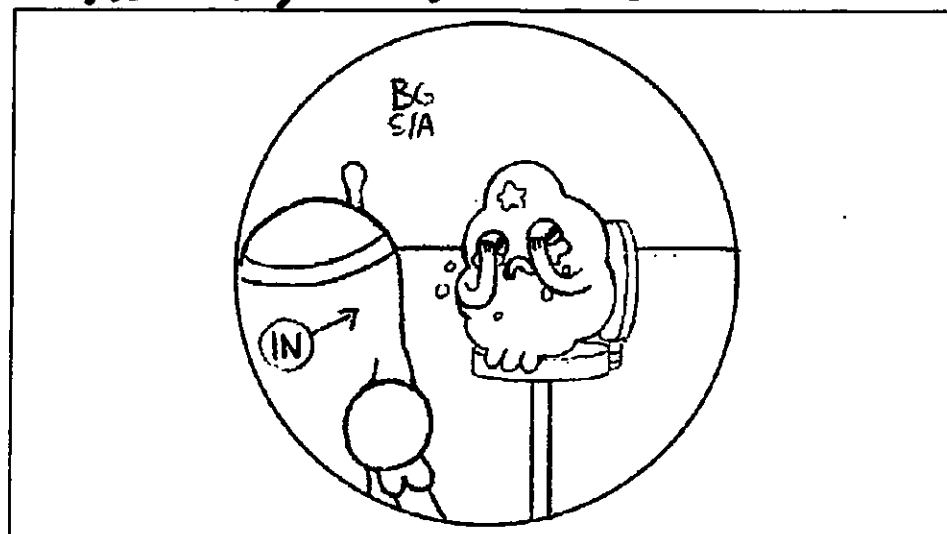


Sc. 113 CONT

Pnl. B

Bg.

day night



Dialog:

LSP: EUH...

LSP: *CRYING*

Action:

- PB WALKS ON/S

Timing:

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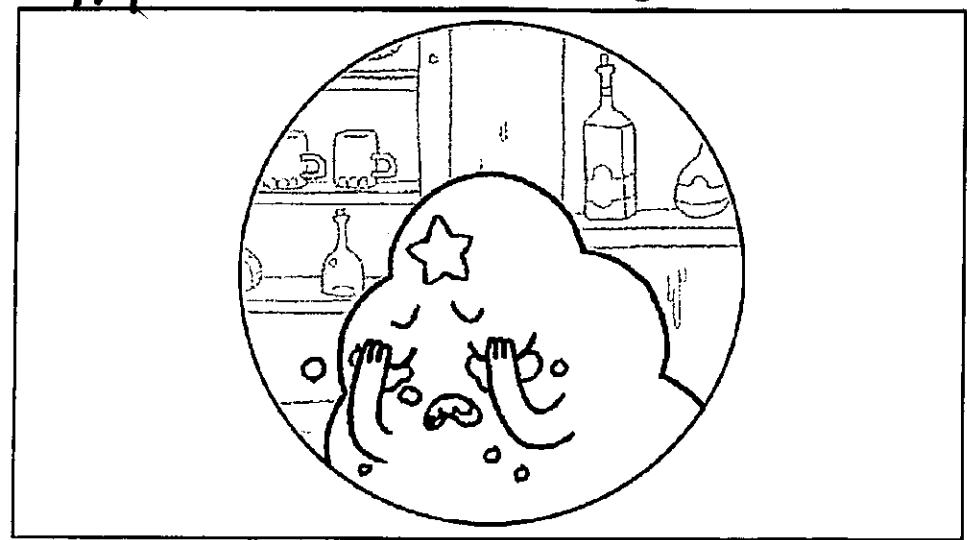
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Sc. 114

Pnl. A

Bg.

day night



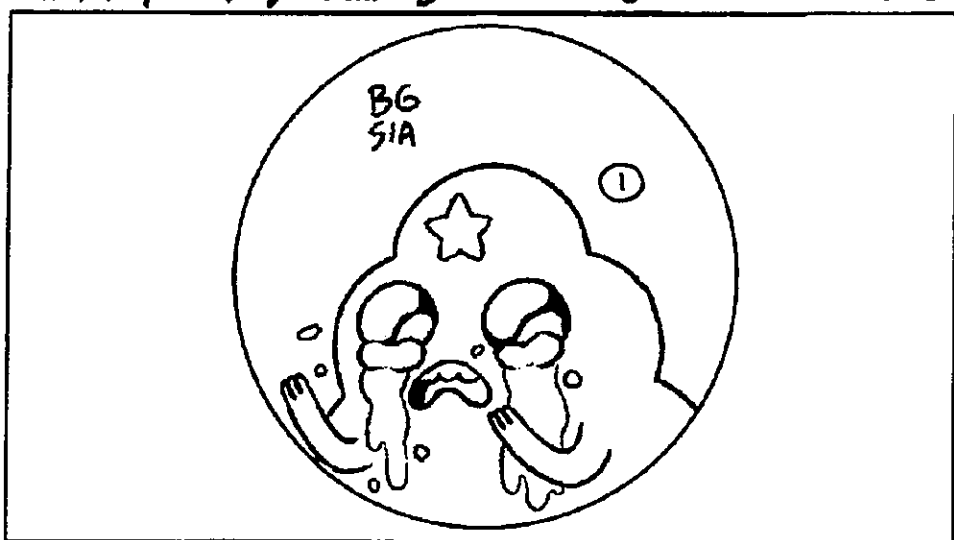
Sc. 114 CONT

Pnl. B

Bg.

day night

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Dialog:

LSP: *CRYING*

LSP/ THEN IF HE'S GONE... CAN YOU SEND ME BACK? TO BEFORE I MET HIM SO I WON'T HAVE TO REMEMBER THIS HEARTACHE?

A:
T:



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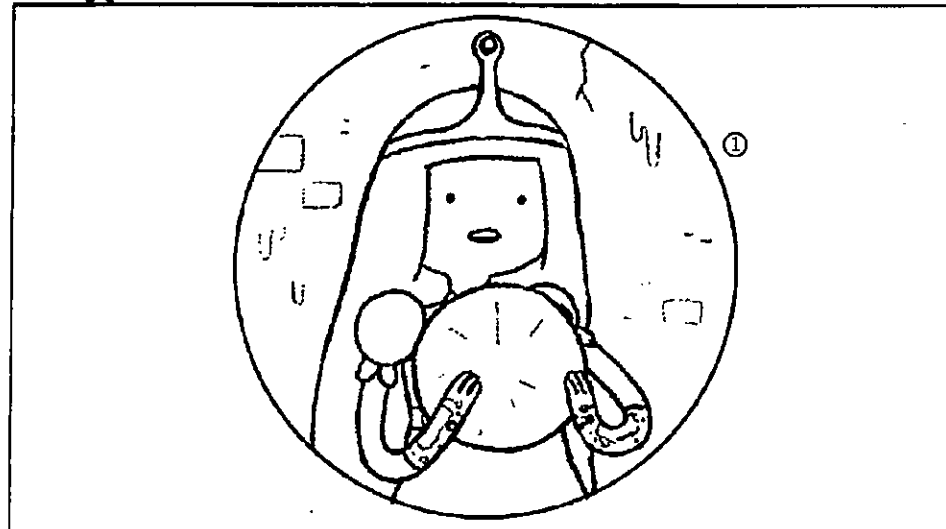
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Sc. 115

Pnl. A

Bg.

day night

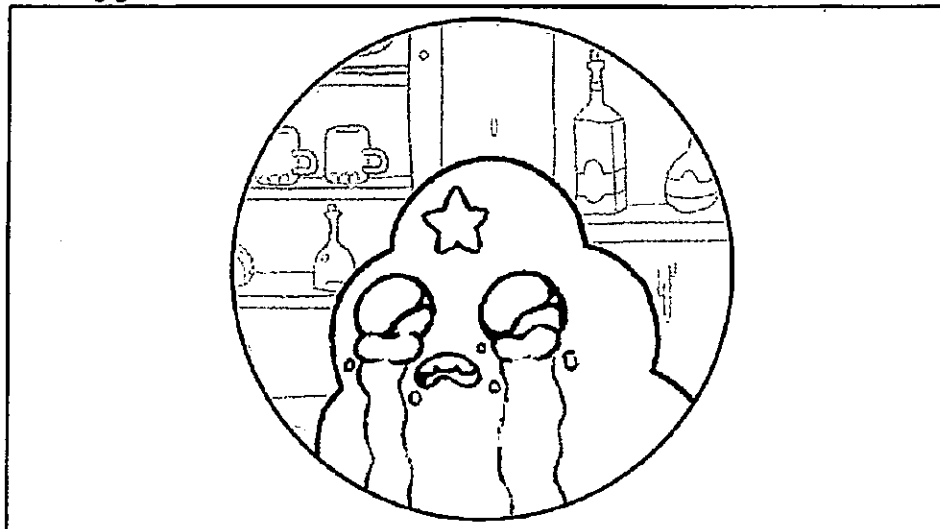


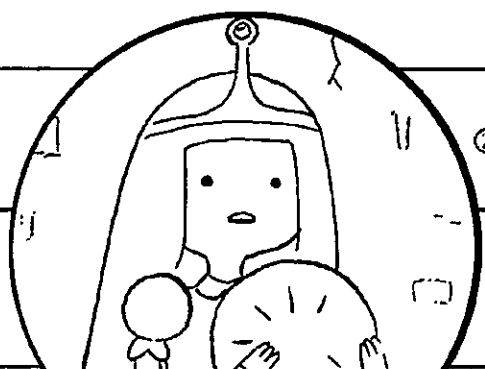
Sc. 116

Pnl. A

Bg.

day night



Dialog:	<u>PB</u> : IF THAT'S WHAT YOU WANT.	
Action:		(BEAT)
Timing:		

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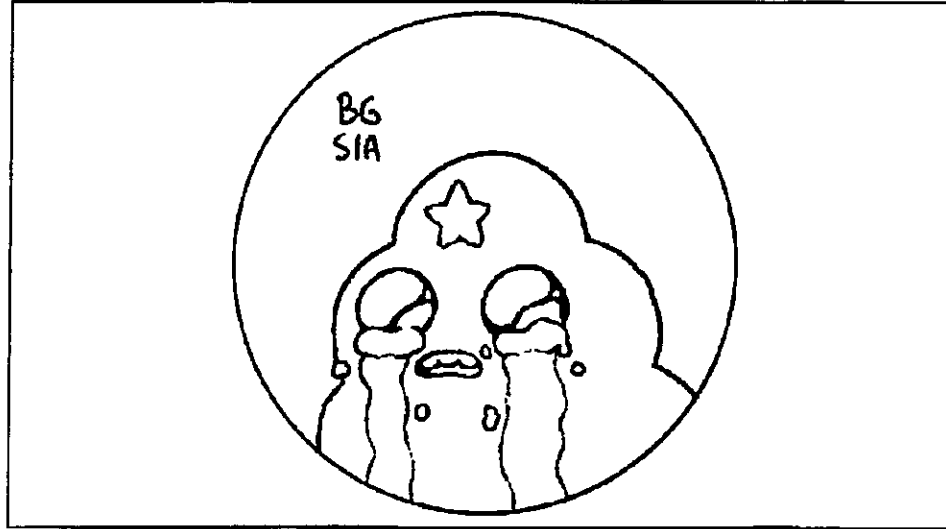
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Sc. **116 CONT**

Pnl. **B**

Bg.

day night

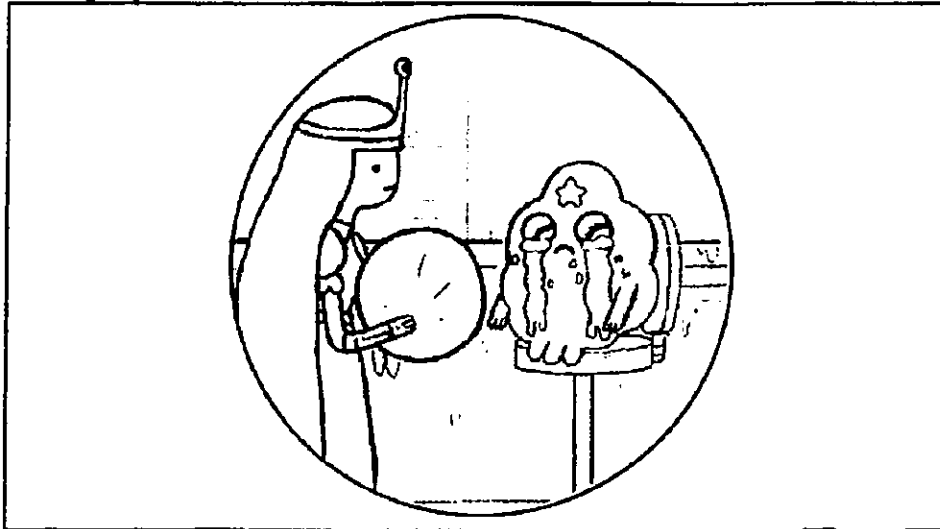


Sc. **117**

Pnl. **A**

Bg.

day night



Dialog:

LSP: DO IT.

Action:

Timing:

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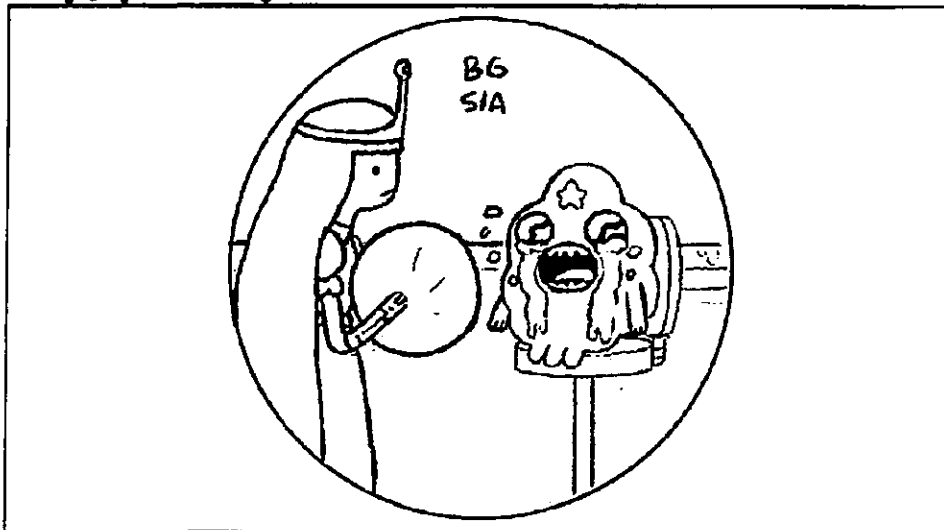


Sc. 117 CONT

Pnl. B

Bg.

day night

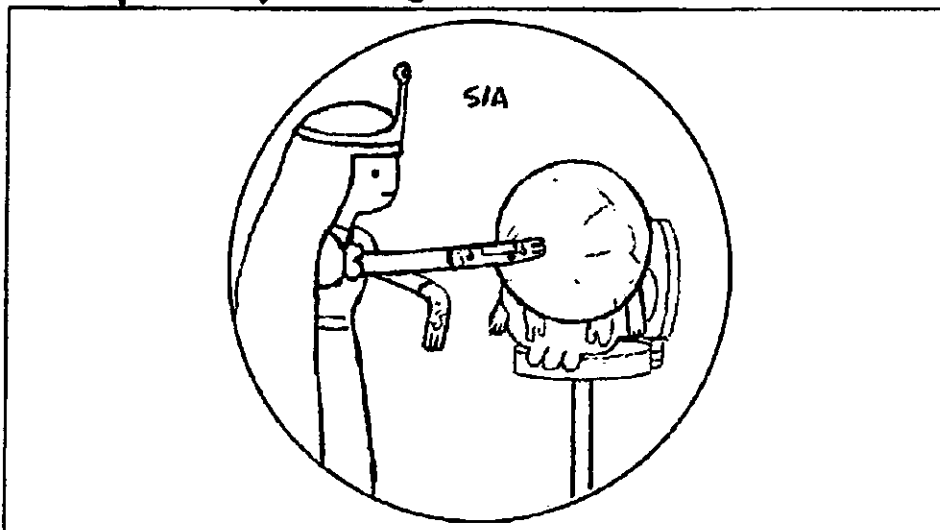


Sc. 117 CONT

Pnl. C

Bg.

day night



Dialog:

LSP: DO IT!

Action:

Timing:

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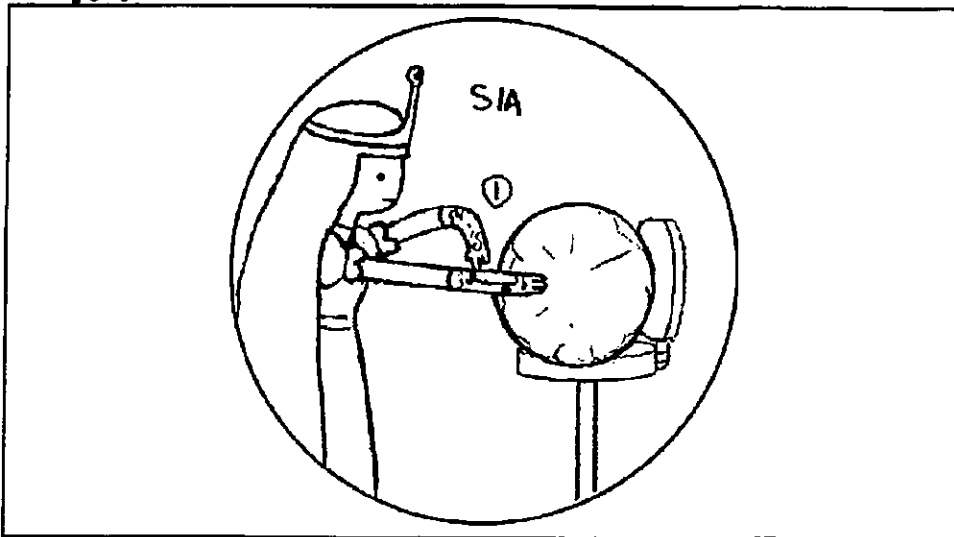


Sc. 117 CONT

Pnl. D

Bg.

day night

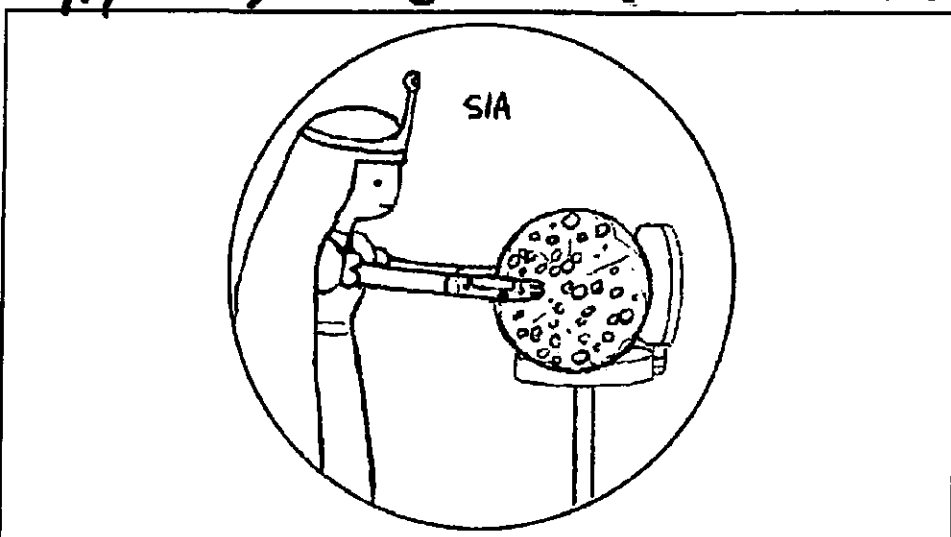


Sc. 117 CONT

Pnl. E

Bg.

day night

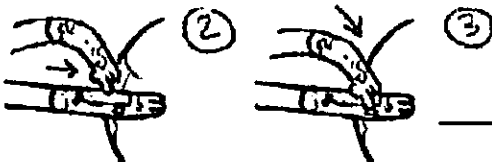


Dialog:

SFX: WOMP!

Action:

PB SLIDES FINGER ACROSS
LCD THEN PRESSES BUTTON



LSP DISSOLVING

Timing:

EPISODE # 1014-160

Production :
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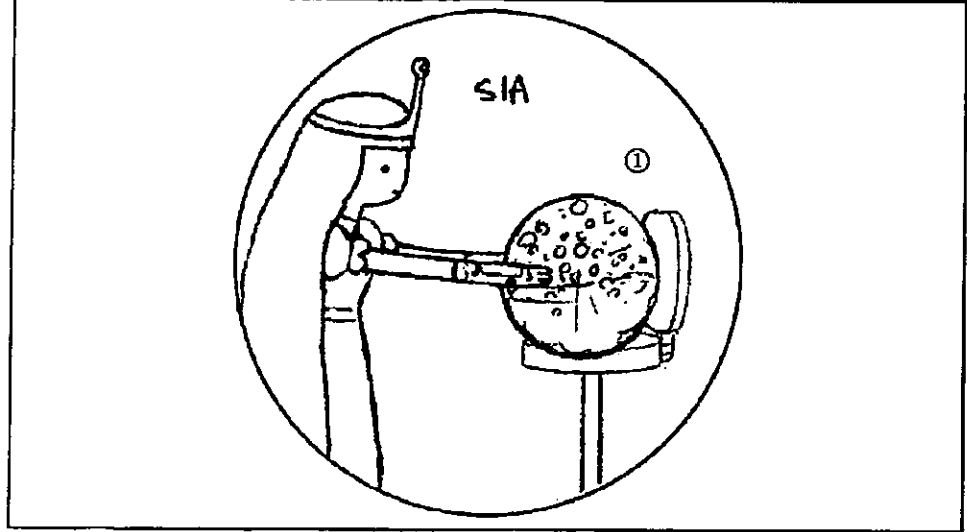
1014/160

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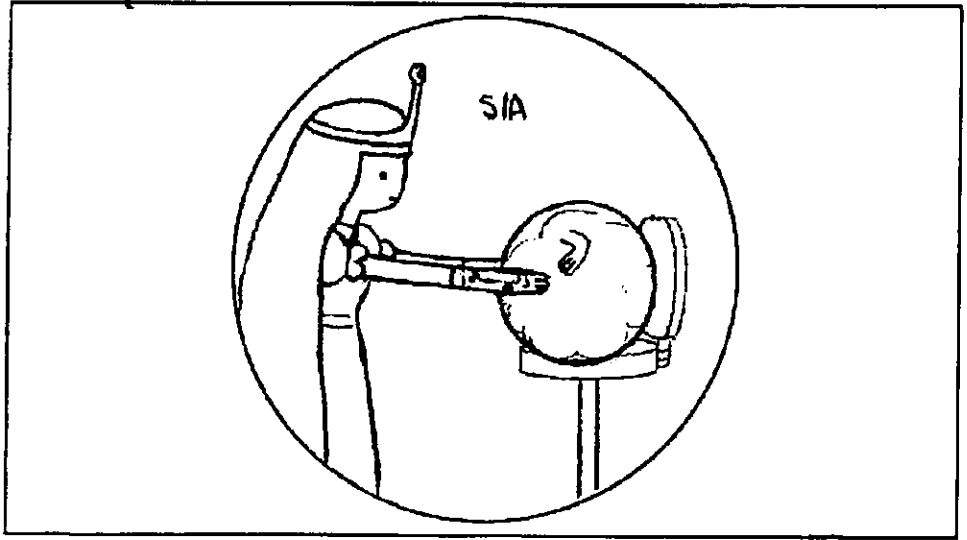
ADVENTURE TIME



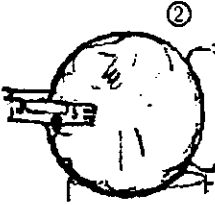
Sc. 117 cont Pnl. F Bg. day night



Sc. 117 CONT Pnl. G Bg. day night



Dialog:	
Action:	-LSP REFORMING
Timing:	



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Production : SEP 24 2013

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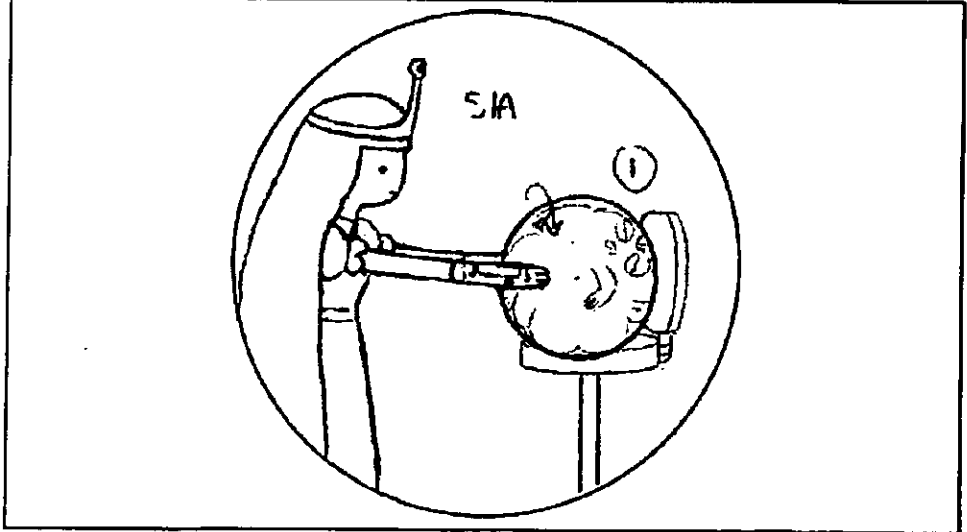
1014/160

ADVENTURE TIME

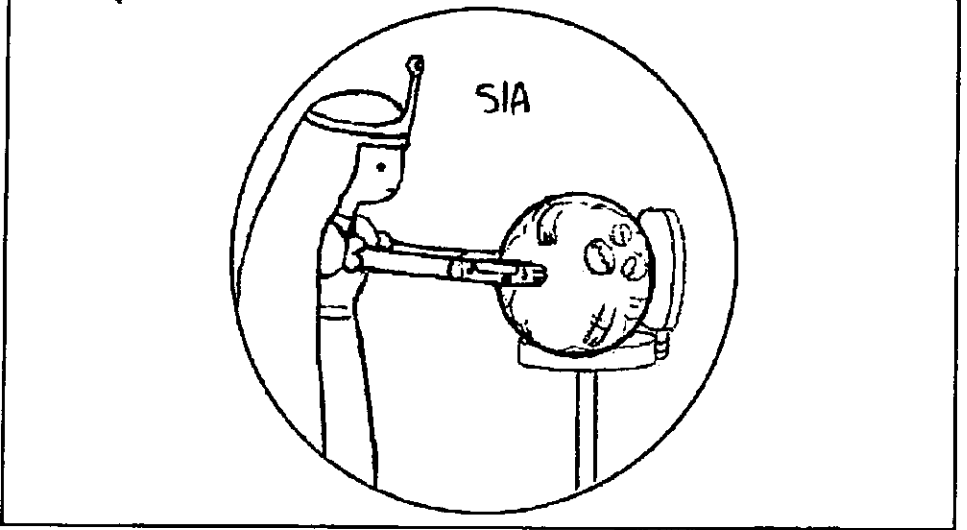


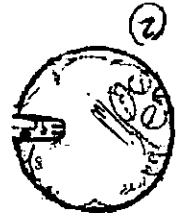
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Sc. 117 CONT Pnl. H Bg. day night



Sc. 117 CONT Pnl. I Bg. day night



Dialog:	
Action:	
Timing:	

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ADVENTURE TIME

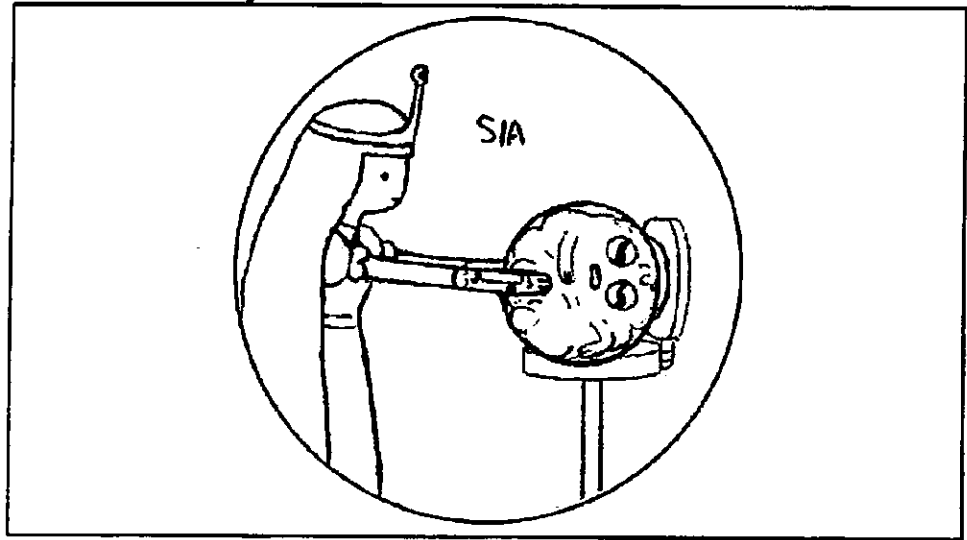


Sc. 117 CONT

Pnl. J

Bg.

day night

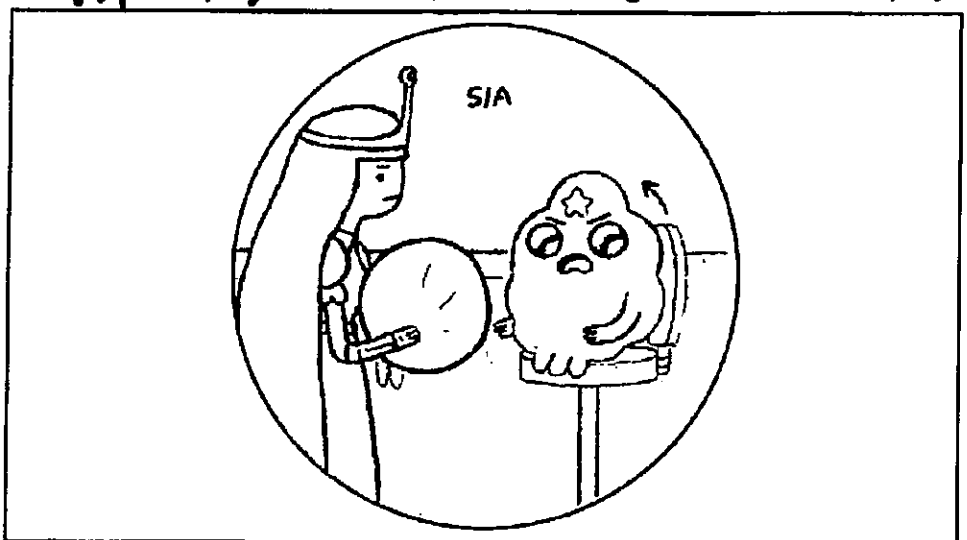


Sc. 117 CONT

Pnl. K

Bg.

day night



Dialog:

LSP: YOU WITCH, GIVE THEM TO...

Action:

Timing:

EPISODE #

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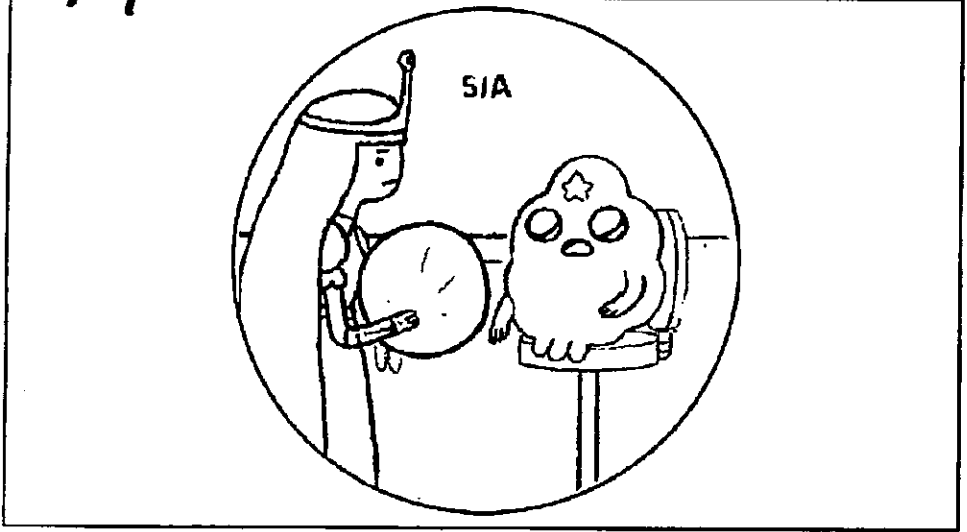
Production :

SEP 24 2013

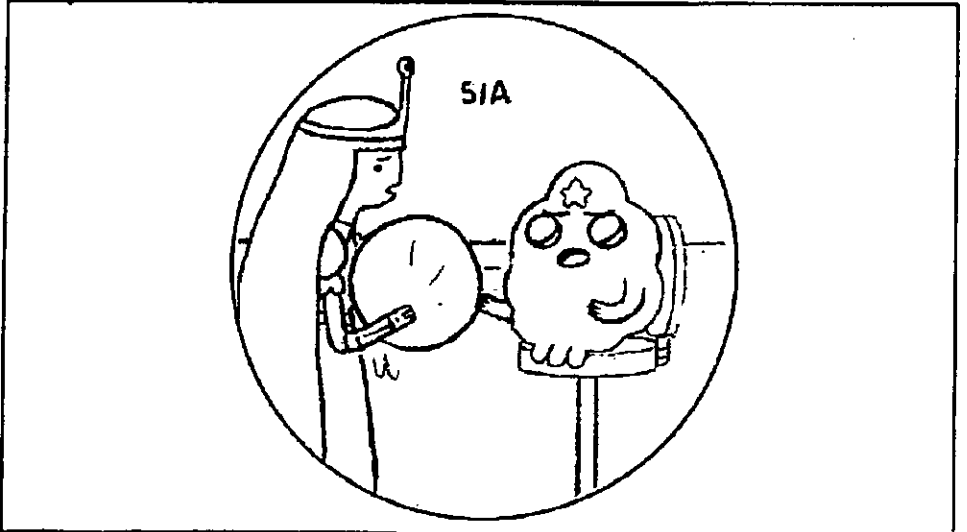
ADVENTURE TIME



Sc. 117 cont Pnl. L Bg. day night



Sc. 117 cont Pnl. M Bg. day night



Dialog:	<u>LSP</u> : WHA... WHERE ARE WE?	<u>PB</u> : YOU ASKED ME TO USE THIS.
Action:		
Timing:		

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Production :

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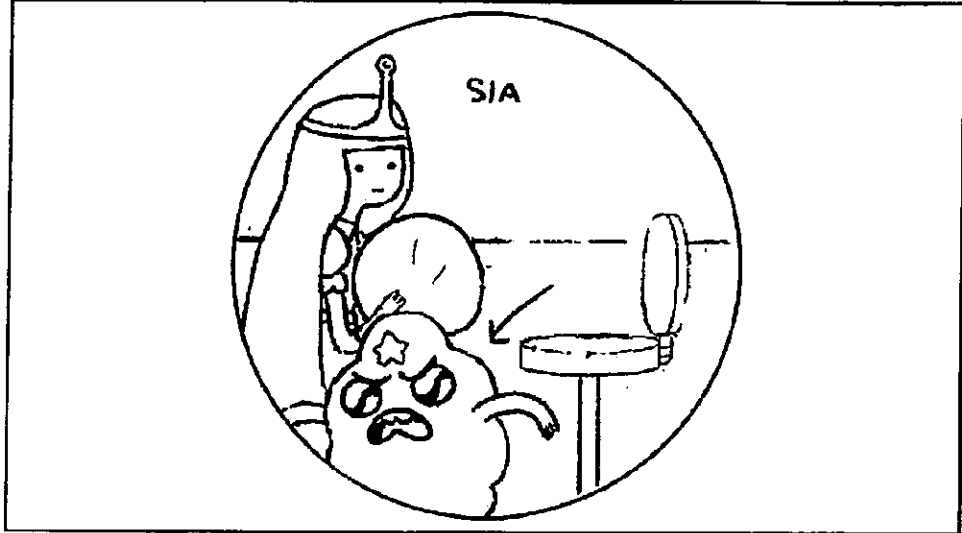
1014/160

ADVENTURE TIME

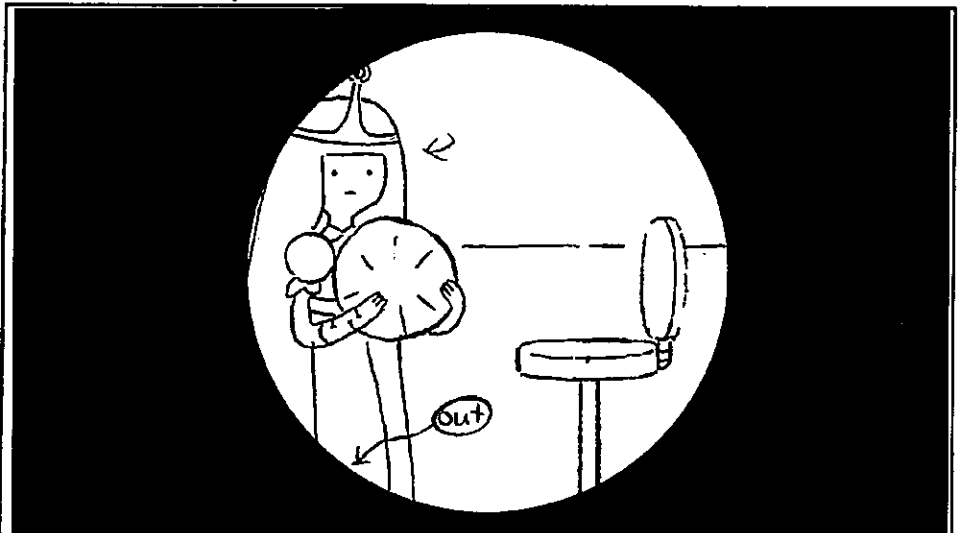


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Sc. 117 CONT Pnl. N Bg. day night



Sc. 117 CONT Pnl. O Bg. day night



Dialog:	LSP: DON'T TOUCH ME!	
Action:	LSP PUSHES OFF/S PAST PB	-LSP floats off/s -PB turns
Timing:		

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ADVENTURE TIME



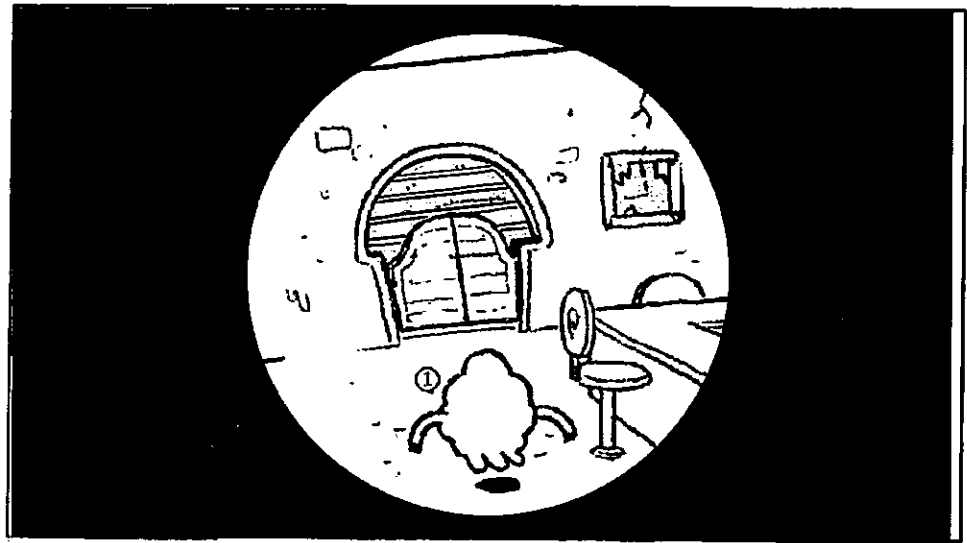
Page 186

Sc. 118

Pnl. A

Bg.

day night

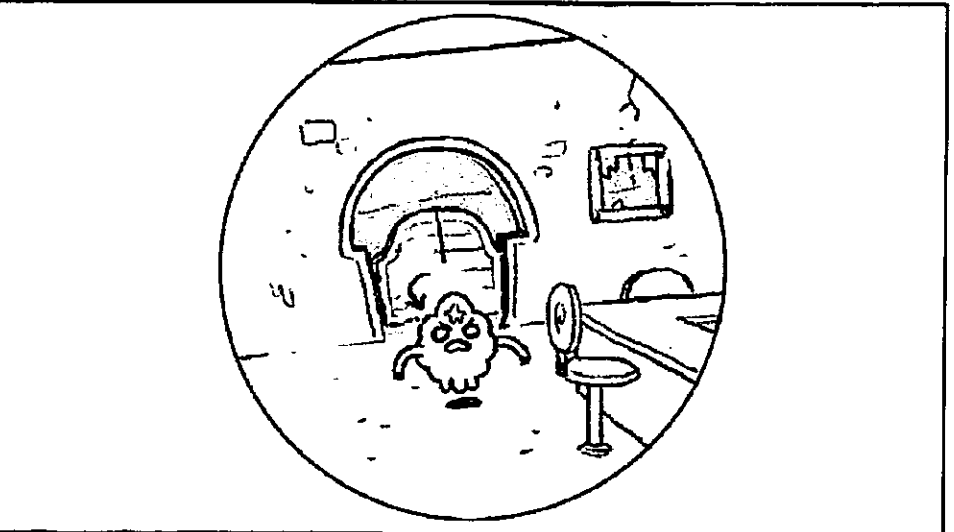


Sc. 118 CONT

Pnl. B

Bg.

day night



Dialog:	<p>LSP: YOU PRETTY SKUNK!</p>
Action:	
Timing:	

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Production :

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ADVENTURE TIME

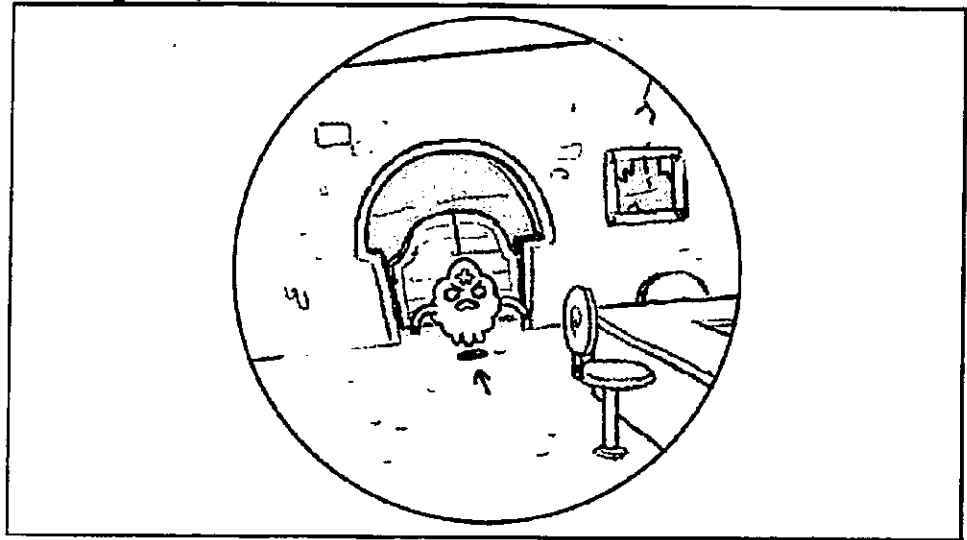


Sc. 118 CONT

Pnl. C

Bg.

day night

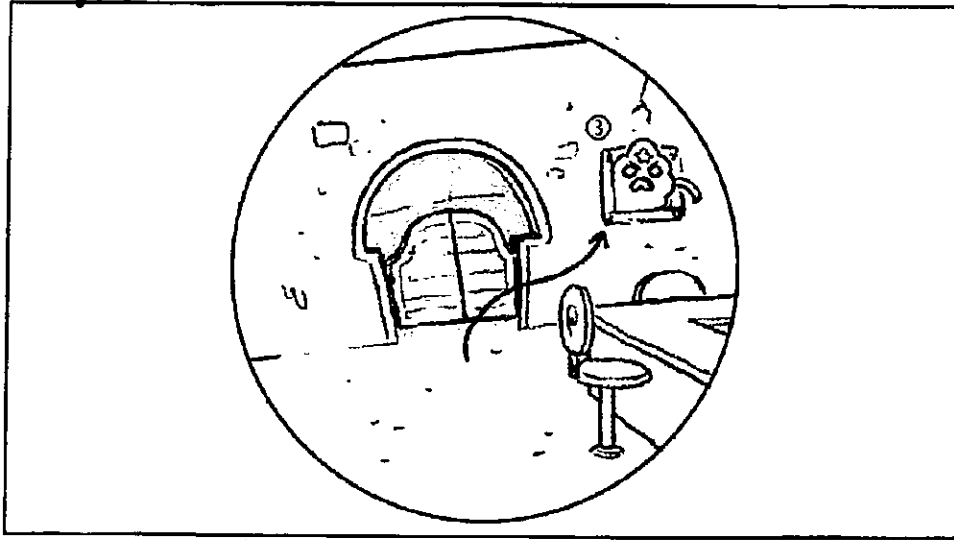


Sc. 118 CONT

Pnl. D

Bg.

day night



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Dialog:	<p><u>LSP</u>: YOU DON'T KNOW HEARTACHE WITH THE WHOLE CANDY KINGDOM -</p>	<p><u>LSP</u>: IN LOVE WITH YOUR BUBBLEGUM BUNS!</p>
Action:		<p>-LSP WEDGES BODY IN WINDOW</p> <p>-LSP POPS OUT WINDOW.</p>
Timing:		

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ADVENTURE TIME



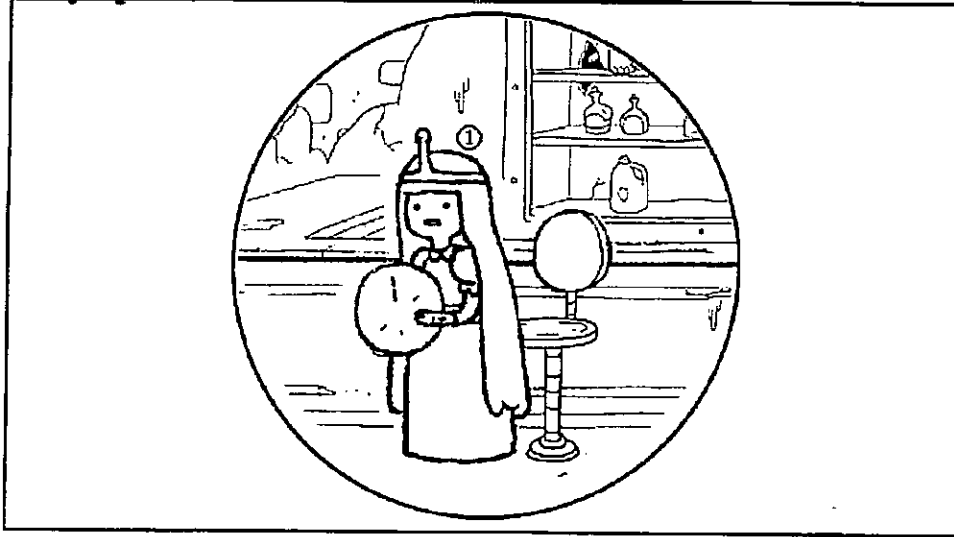
Page **188**

Sc. **119**

Pnl. A

Bg.

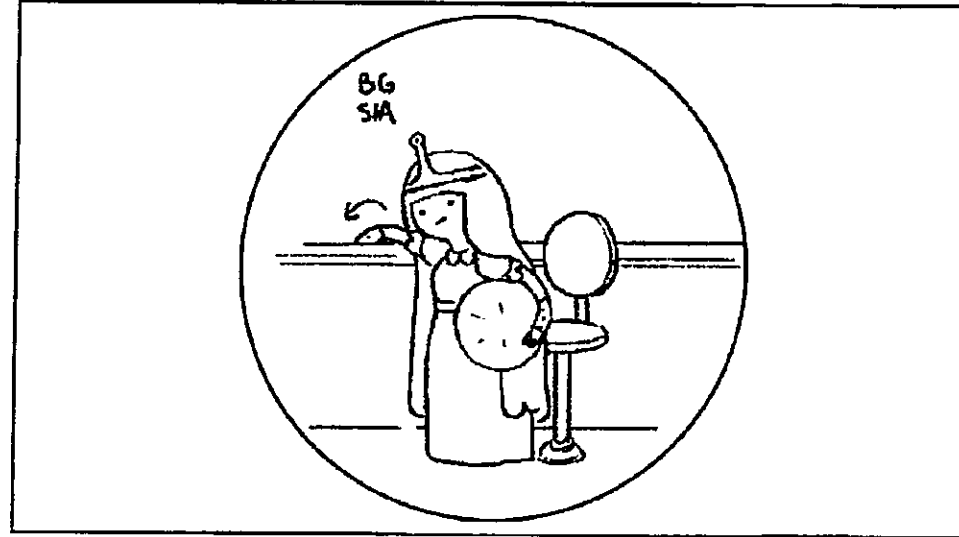
day night



Sc. **119 CONT** Pnl. B

Bg.

day night



Dialog:

PB: * SIGH *

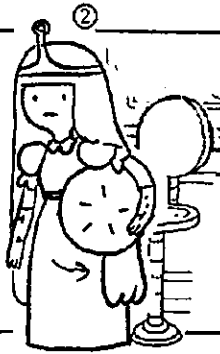
SFX: CLINK CLINK

Action:

-PB shifts sphere under arm

-PB REACHES OVER COUNTER

Timing:



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ADVENTURE TIME

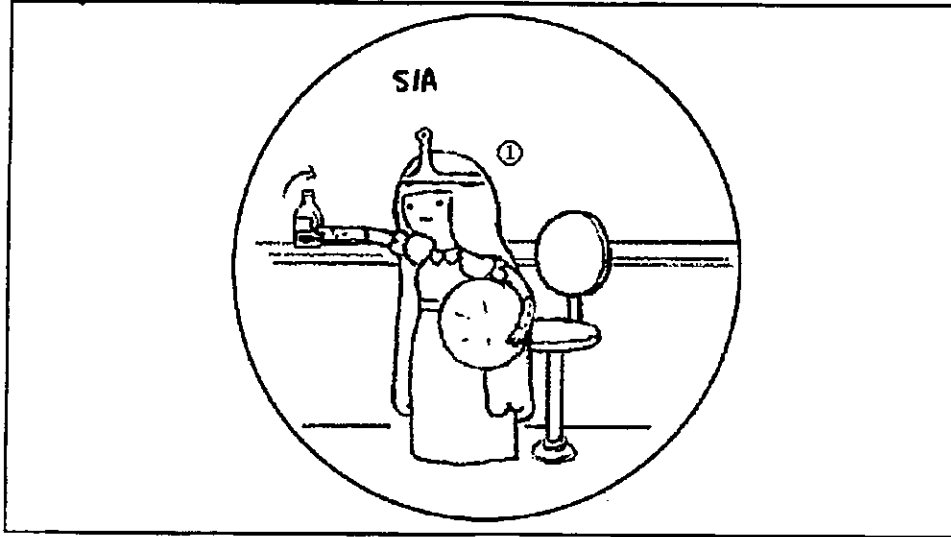


Sc. 119 CONT

Pnl. C

Bg.

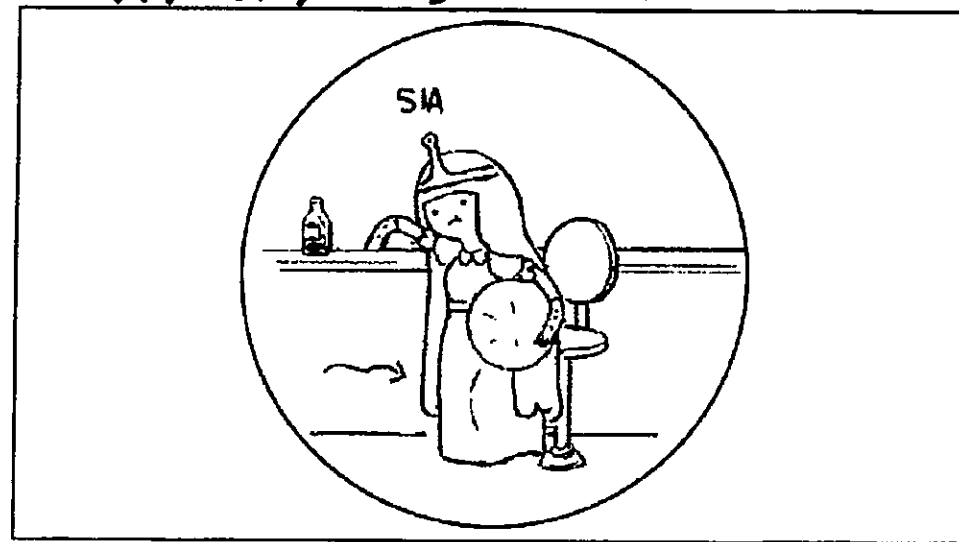
day night



Sc. 119 CONT Pnl. D

Bg.

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day night



Dialog:

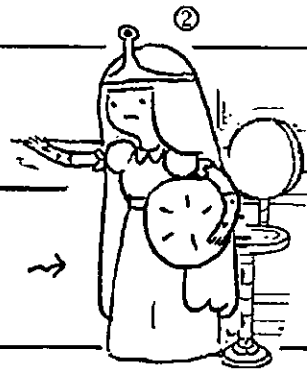
SFX: CLINK CLINK CLINK

Action:

-PB PULLS OUT ROOT BEER

-PB REACHES BEHIND COUNTER

Timing:



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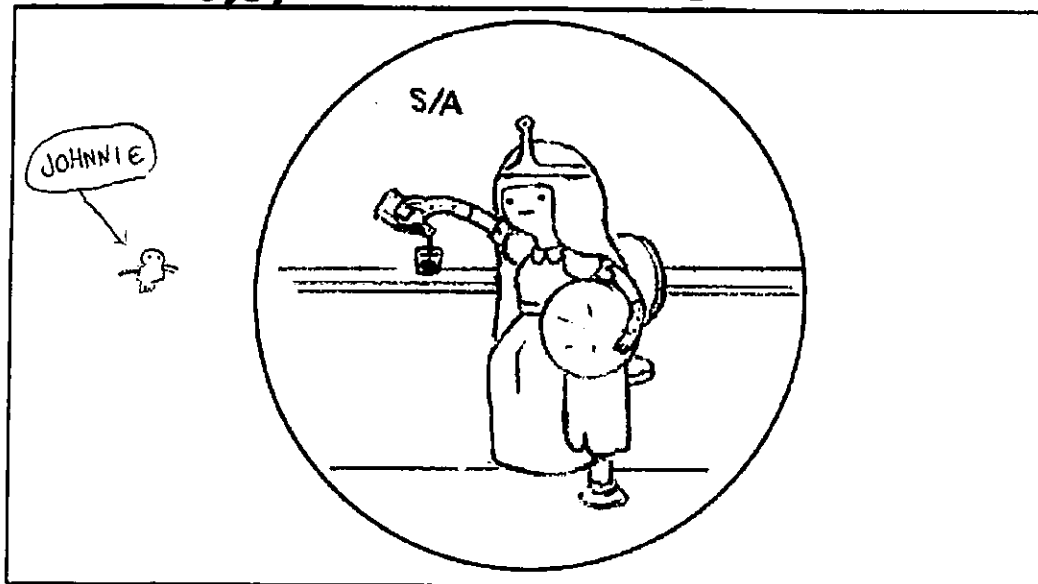
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ADVENTURE TIME

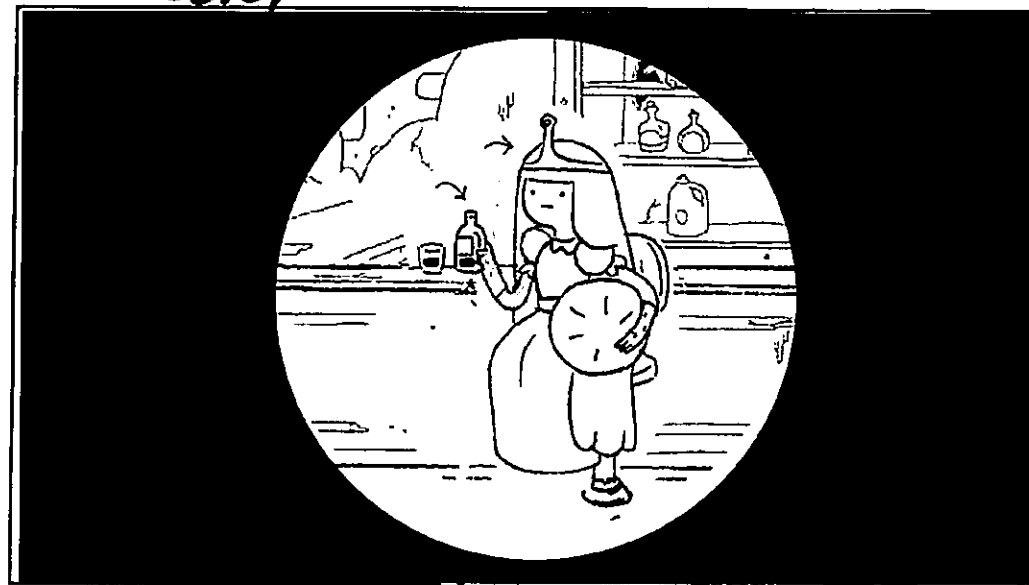


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Sc. 119 *CONT* Pnl. G Bg. day night



Sc. 119 *CONT* Pnl. H Bg. day night



Dialog:

SFX * POUR *

Action:

END

Timing:

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ADVENTURE TIME

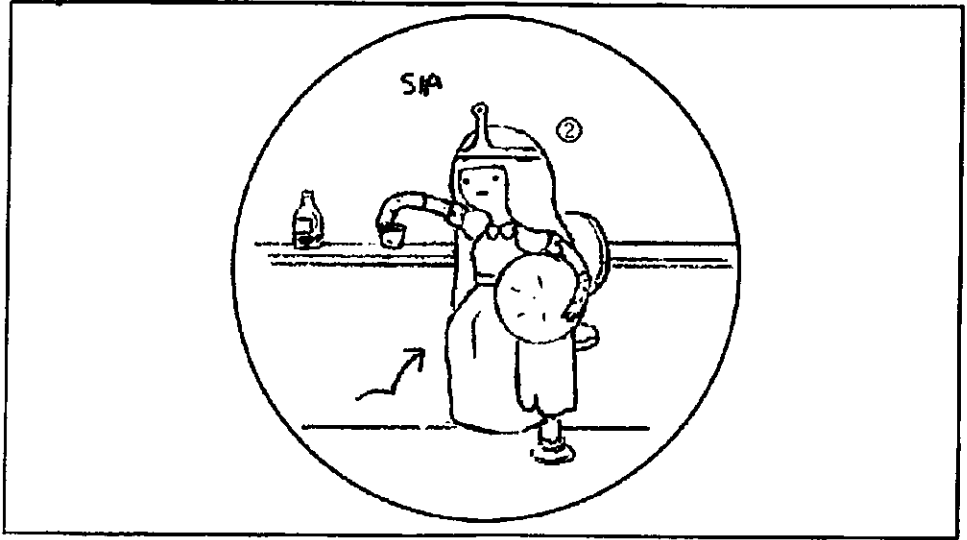


Sc. 119 CONT

Pnl. E

Bg.

day night

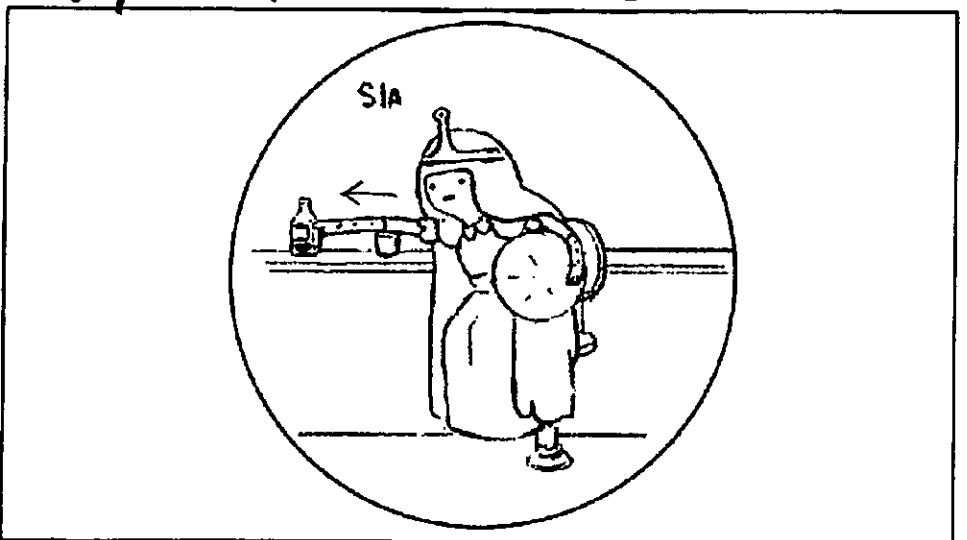


Sc. 119 CONT

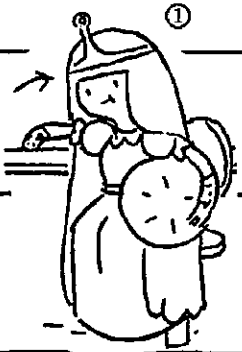
Pnl. F

Bg.

day night



Dialog:	
Action:	- PB BACKS UP & SITS IN CHAIR
Timing:	



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EPISODE #

Production :

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